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- Amiga version features 32 colours.

ATARI ST, AMIGA & PC (CGA, EGA, VGA, TANDY AD-LIB & ROLAND).

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THE SECRET OF MONKEY ISLAND™



Screens shot from IBM PC



A comedy set during the "golden age" of piracy in the Caribbean. The game's twisty plot leads our hero, fresh from the old world, on an hilarious, complex, sweat-buckling search for the fabled Secret of Monkey Island.

- Features dazzling 3D graphics, an original reggae sound track and a point 'n' click no-hyping interface.
- A wide variety of original entertaining puzzles, unravel hidden meanings in hilarious reports.
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Screen shot from IBM Amiga.



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Screen shots are only intended to be illustrative of the game play and not the screen graphics which vary considerably between different formats in quality and appearance and are subject to the computer's specifications.

CU

AMIGA

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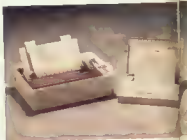
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Above: It's the best party in town. Learn how to make great party invites to wow your friends. Turn to page 38 to see how it's done.
Below: The battle of the printers begins on page 158



There's a whole lot of shakin' goin' on! Turn to page 74 for a full review of Acclaim's Elvis game, *Search For The King*.



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100 MIRRORSOFT COMPO Win much a £££s worth of Mirror Image releases in our competition to win every game that the label will be releasing this year, including the likes of TV Sports Football, Xenon II, and Rocket Ranger

DOUBLE DISK DELIGHT!

No, it's not a new ice cream! It's the only way to describe the plethora of useful utilities and games that's on our two cover-mounted disks. With Mirrorsoft's *Gravity* gracing the first disk in its entirety, and the second disk featuring a fully playable level of Coru's *Warzone*, and a neat 1MEG only game called *Cave Runner*, games players are fully catered for. In addition, we also have a great sound package which allows the user to produce superb soundtracks, a boot block installer, a lightshow, something now in the line of fonts, plus loads more great utilities. . .



The secrets of Tulankhamen and EA are revealed in an exclusive preview of the amazing DPaint IV. Read it here first!

CU takes a nautical theme with reviews of *Navy Seals*. Ocean's tough platform shoot 'em up based on the crack American naval unit, and *Das Boot*, a German submarine sim based on the famous book and film of the same name.



If anything, the games coverage in CU is now even better, and this month we have got massive reviews of all the latest releases. Heading the line up is the superbly gory *Beast Busters* with its flesh-eating antics, and lining up behind it for a piece of the action are *Search For The King*, *Navy Seals*, *Metal Mutant*, *Mega Traveller*, *Trial By Fire*, and *R-Type II*.

G A M E S

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54 FIRST IMPRESSIONS More early peeks as CU puts a fancy tea towel on its head and breaks through the swirling mists of time to bring you all the information on the hottest up-and-coming titles.

105 ROUND UP Any games that didn't make it for a main review can be found here, as we go adventuring with the Famous Five before getting totally knackered with Janghir Khan.

118 PLAY TO WIN Mark Patterson recruits the country's best games players and brings you the most informative tips on all the best games. This month, U S Gold's baffling *Eye Of The Beholder* has its insides exposed, and *Bard's Tale III* is thoroughly dissected.

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Peter Lee shows you how to bring those boring old Wordbench fonts back to life!

158 BUBBLE AND SQUEAK If you're considering buying a good quality printer, but can't afford a laser, read on as Mat 'Actionman' Broomfield takes a comparative look at two machines that have not received as much attention as they deserve: the Canon BJ-10e, and the Citizen 24D. **163 GETTING SHIRTY** Can you print

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164 PHASER ON STUN Hunt and trap that nasty virus with this invaluable hardware from Digital Applications. **165 NORSEY BUT NICE** Time to take a look at a sizzling trio of new Danish productivity pro-

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R E V I E W S

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WELCOME TO the party

THE FUTURE NOW!

We've always brought you the best in Amiga games, and we always will. We're not known in the industry as the Number One Amiga games magazine for nothing! But from this issue onwards we'll be **ADDING** to the mag by bringing you a whole host of entertaining features that will help you unleash the power in your Amiga!

WHO'S THAT MAN?

Let's have a big hand for CU's newest staff member, our new Tech Ed, Mal Broomfield, who's going to be handling all the technical bits and bobs from now on. Hailing from Basildon (well, someone has too), Mat's also a brilliant gamesplayer and is currently beating all-comers at *Supercars 2*. Born to American and Welsh parents, he counts Sir Walter Raleigh as a distant ancestor and is forever lying down in puddles so the rest of the staff can walk over him and not get their feet wet! Perhaps that also explains why he's constantly got three cigarettes on the go at once and has a penchant for fiddling with his bowls (being something of an expert player). In the sporting field, Mat's also something of a daredevil liking nothing better than a spot of mountain climbing, parachuting, stunt skating and spring-board diving but we'll be putting him in intensive training so he can join the CU Elfwood-lifting team as soon as possible.

If it's qualifications you're after, 27-year-old Mat's probably got a few left over that you can have. As well as having taught computing for a living and owned and managed two computer shops, he's also written for virtually every computer magazine on the planet. In his spare

time Mat likes to dabble at computer graphics (which we'll be showing you more of in upcoming issues) and is a part-time musician.

WATCH OUT FOR THE DISK SYMBOL



CU Amiga recognises the fact that you DO things with a computer, so watch out for great tutorials that link articles to our coverdisks. They'll be relevant, useful and we hope that they'll entertain you.

WATCH OUT FOR THE THEMES

This issue we feature a series of related articles that strip away the mysteries behind the Amiga and tell you how to make your own demo complete with snazzy graphics and top-rated sounds.

You'll be able to read CU Amiga at several different levels. Imagine that you're about to throw a party. You'll want to design the invites, you'll want to know what to use to print them, you'll want something to show off to your friends, and you may even want to make yourself some themed garb. OK, we'll show you how.

But on the other hand, if that's not to your taste, then what we have this issue are informative features on disk preparation, graphic routines, composition, computer typography, Amos BASIC, flexi dumps and bubble-jelly printers. We promise that we'll show you how to get the best from your machine - but, real assured, we'll cater for all levels of ability.

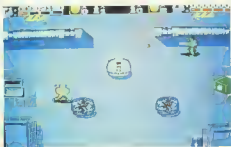
WATCH OUT FOR THE FUN

CU Amiga will be taking a fun yet

authoritative look at all things Amiga as only we can. We aim to be the *The Complete Guide To The*



1



2

Decked out in paper hats, coloured streamers and tasteful hawaiian shorts, the CU crew are in something of a party mood this month! Why not? This is the biggest issue of CU Amiga ever to hit the streets – a whopping great 180-pages on all things Amiga, two jam-packed disks stuffed full with complete games, playable demos and brill utilities and a 24-page Do-It-All Amiga supplement, all for only £2.95!

Amiga Each 180-page plant will offer all you need to know to transform your games machine into a powerful home computer capable of stunning graphics, amazing sounds and whatever else we can cram into our pages.

Finally, our thanks to Adam Wetts, Steve Chance and Lynton Trewthian for their consultations, tea and support during the planning of this issue

DISK TUTORIALS

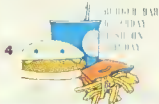
1 GRAVITY

What goes up must come down – and you'll never feel down playing this superb, mouse-driven game from Imageworks. There's masses of instructions in the CU Collection – end hours of playing time to be had. Guaranteed to get your synapses e-sizzling

CU COLLECTION – PAGE 48

2 DEATH DRAMA

Getting bored with all your old arcade games? Yes? Just as well we've included a really tasty playable demo of Core's latest blast 'em up, *Warzone*



Fight your way through beetle-packed screens of blood-thirsty mercenaries and kill-crazy terrorists! To load it, press the left mouse-button to turn the music off, then either press F1 or click on the F1 button using the mouse "Warning" if you don't turn the music off before attempting to load, *Warzone* will crash your computer.

CU COLLECTION – PAGE 48

3 ONE MEG SPECIAL

For those of you who own a 1 MEG machine, there's an extra full game called *The Cave Runner*. This fast and furious *Boulderdash*-style game has you racing around caves, avoiding boulders and monsters, bursting balloons, and collecting treasure. Almost worth buying a MEG for!

CU COLLECTION – PAGE 48

4 STARTUP UTILITIES

On the disk are a host of useful routines that you can use in your own startup sequence to give your demos that touch of class. Also included is *Utility Boot Maker*, a great program that lets you install your own virus protecting boot block. As an added bonus, the program also adds a controller program that lets you switch drives and memory off before your demos load.

STARTUP WITH STYLE – PAGE 33

5 FONT GIVEAWAY

We give you a large size poster font to use in your own artwork. Called *Blacksh*,

it is a smart-looking 3D style font with a drop shadow effect.

TRICKS WITH TYPE – PAGE 36

6 MAKING SWEET MUSIC

Adding music to your demos can be a very time consuming business, so we've given you an easy to use music utility that follows in the tradition of *Soundtracker* and *Noisetacker*. *Protracker* features several new options, and will be the perfect tool to accompany our future music features. As an extra, we've also put *Noiseplayer* on the disk. *Noiseplayer* lets you add your tunes to any demos with a minimum of fuss. Two sample modules, *Axel F* and *Space-Song*, allow you to hear what tuneful results can be achieved

MAKINO TRACKS – PAGE 148

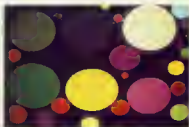
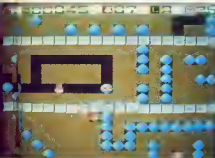
7 WOW, LOOK AT THE PRETTY LIGHTS MOM

For all you budding DJs out there, you'll find a truly awesome lights show program on the disk. Load it up and then sit back as your senses are blasted into oblivion by the swirling, flashing panorama of colour!

DISCO LIGHTSHOW – PAGE 175

OI, WHERE'S MY UTILITIES?

The more observant of you will doubtless notice that there are only five menu options on the disk, although it is in fact crammed full of crazy routines and nifty utilities. To access the other bits, which are hidden in various directories, you'll have to read the associated features





Aliens III set for
Crimbo release...
Tank Girl heads
for the Amiga...
Fred Fish collec-
tion makes its
CDTV debut...
World's first
holographic
coin-op hits the
arcades...
Mindscape in
Miracle signing...
Ocean Hook a
winner...

HOLOGRAM GAMES

First there was R360, the machine that turns you upside-down while you're playing *6-Lox*. Quite an interesting sensation! Then there was the launch of W Industries' Virtual Reality Coin-op - which turns playing a simple vid into another level of experience entirely. And now Sega has come up with yet another whizz-bang idea that will have all the techno-freaks reaching for the inconceivable pads - holographic video games!

What Sega has done is produce a game with animated holograms, where the images are of real actors playing out an adventure! The first game using this stunning technology is called *Time Traveller* and should be in the arcades later this Summer.

In *Time Traveller*, you play the part of a Cowboy, who has to save the girl from another time zone, etc, etc. The gameplay seems to be more like the sort found in *Dragon's Lair* (where your joystick movements trigger set animations) rather than being 100% interactive, but there's no denying that the results look and sound staggeringly impressive.



ALIENATED

The rights to the only film capable of rivaling *Amie's Terminator 2* have been snapped up by Microsoft. *Aliens 3* is set to smash box office records when it's released later this year, as Ripley and co do battle with the Aliens, ter what the producers are saying is the last time.

Information is sketchy as to what form the game will take, but the conversion will be handled by Probe who claim it will be completely original. The film is set on a planet inhabited by monks, played by Brit actors unknown in the States, such as Charles Dance and Paul McGann. Owing to her dislike of weapons, Sigourney Weaver's contract states that she's not to use any guns, so the good guys are armed only with knives and clubs.



EN-LIGHT-ENING

Trojan have come up with a neat alternative to the humble Amiga mouse. They're claiming their new lightpen is compatible with more than just art packages.

Because the pen has two buttons it can operate the same way as a mouse. This means it can be used with games such as *Battle Chess* and *Raid's Tale 3*. The pen comes complete with an art package although it can be used with the *D-Paint* series.

Retailing at £39.99, the pen should be available by the end of July.

TRIGGER-MORTIS

First of this month's new *OP Wolf* games is *Steel Gunner* from Virgin. Unlike Ocean's *Space Gun*, this will be set in various down-to-earth war zones.

Although it's only in a very early production state, its programmers are aiming to incorporate different types of scrolling for each level. This means it will probably have vehicle-based sections not dissimilar to USG's *Line Of Fire*, released earlier this year.

HOOKED ON SPIELBERG

Steven Spielberg's next blockbuster, *Caplain Hook*, is destined for computer game fame courtesy of software giants Ocean.

The film will be a showbizz, made-for-money version of Peter Pan, featuring Dustin Hoffman playing Caplain Hook, Robin Williams as Peter Pan, Julia Roberts as Tinkerbell and Bob Hoskins as Pirate Smee.

With its \$100,000,000 budget, *Caplain Hook* is destined to be one of the most expensive films ever. We Brits just might be able to catch it in our cinemas near Christmas. The game will be released at about the same time. Stay tuned.



CHOCACHOLIC

Gremlin are hard at work on the ultimate sickly game, whose star is a typically cute character with a mouthful of sweet teeth.

The object of the as-yet-untilled game is to run round vertically scrolling levels collecting chocolate buttons, avoiding traps and solving puzzles. At the moment the main character is a pink-bodied, spindly-legged, green-haired creature with an amazing jumping ability. Each stage will have its own set of traps, and hidden objects, lifts, moving blocks, and sticky walls where the creature can jump out of the way of slavering monsters.

The game is currently undergoing a series of gameplay adjustment's before more levels are added, so look out for a preview in a future issue.



SOUNDS COOL

Brooklyn-based Beta Unlimited have unveiled what they claim to be the ultimate Amiga sound sampler. *Audiolink* can supposedly replay 16 bit stereo sound while being economical with memory.

The package contains sampling and editing software, an analogue stereo to digital converter, interface card and special effects box. *Audiolink* can reportedly

sample at an incredible 48KHz stereo and 96KHz in mono. As yet it's only a prototype, and no price or release date is fixed.

Meanwhile, Yamaha has launched the *QY10*. The size of a videotape, it contains a multi-timbral synthesizer, eight-track sequencer, drum machine, composer and mini-keyboard, all for £249.

The eight song memories are programmed by entering a series of chords in step-time or real-time, then choosing from the 99 programmable and preset drum/bass/chord accompaniment patterns, which include everything from rock'n'roll to salsa, with plenty of funky drum breaks.

Melodies of up to 800 notes are also entered in step-time or real-time, using PCM-sampled instrument sounds including pianos, strings, basses, synths, guitars, and 26 punchy drums. Battery or mains power, line and headphone outputs make the *QY10* the complete portable composition package. Its MIDI facilities let you use it as a sound expander under control of your Amiga, or as a musical "sketchbook" which can dump data into more sophisticated sequencers for further editing.

CHALLENGE GOLF

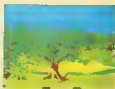
The latest entry into the lucrative golf market comes from On-Line Entertainment. *Challenge Golf* is set in Japan, Spain and America, and features 15 different clubs ranging from a 1 Wood to a 9 Iron as well as 72 holes. The game can be played at professional and amateur levels and features a handicapping system so you can attempt to play at the same level as the pros.



THE SIMPSONS

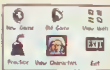
Preliminary screenshots of Ocean's version of *The Simpsons* indicate that it's going to be a conversion of the chert topping Nintendo cartridge.

Space aliens have landed and only Bart Simpson stands between them and world domination. Don't have a cow man but I think we're in deep, deep trouble. Meet Bart and family on your Amiga this Christmas.



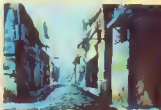
HEART OF CHINA

Set in the fabulous 30s, *Heart Of China* is a typical Sierra romp, with the player sleeping into the quivering shoes of one Jake Masters - Lucky Jake to his chums. Jake has been roped in to rescue the kidnapped daughter of a rich American investor. The girl has been snatched away to war-torn Japan, so to combat the odds Jake enlists the help of a ninja master, who'll help him pass certain tests and puzzles. It'll be out later this year.



RIDERS OF ROHAN

Mirrorsoft have become the third software house to produce a game based around J.R.R. Tolkien's Middle Earth novels. *Riders Of Rohan* is the first in a series of games based on Tolkien's books which will be programmed by Australian based Beam Software, who, by a staggering coincidence, hold the official licensing rights for *The Lord Of The Rings* trilogy.



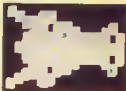
SHANGHAI II

Activision are updating their award-winning *Shanghai*, four years after it was first released. *Shanghai 2: Dragon's Eye* has all new tile lay outs, animation, sampled sound effects, plus *Dragon's Eye*, a completely new game. The layouts are now based on the Chinese calendar, with tiles slacked in the shape of a Rabbit, Snake, Ox and all the other animals the Chinese worship before eating.



ARGONAUT

A game of exploration spanning six eight-way scrolling stages, *Argonaut* involves the collection of a series of artifacts. To retrieve these objects, the player must collect a pass which, in turn, allows him to gain access to the aforementioned levels. Extra weaponry and enhancements can be collected along the way. *Argonaut's* due for release in eight weeks and we'll be reviewing it next issue.



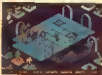
GHOST BATTLE

It's Halloween and the ghosts are feeling lousy, so much in fact that they've gone and kidnapped your girl. There's only one thing to do, and that's brave the legions of the undead who are holding her hostage. *Ghost Battle*, from Thalion, is the first game from new development team, Interactive Design, and will be in the softshops next month.



LEGEND

From the creators of *Bloodwych* comes *Legend*, a multi-stage FRP. Set on a dank, sad world dominated by the force of ultimate evil, only one hero can free the planet and reach the status of legend. The game will feature animated 2D screens and isometric 3D dungeons, and a fully interactive environment. *Legend* should be creeping in to the shops later this year.





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BUZZ

FALCON MK3

The follow-up to SpectrumHolobyte's ground-breaking flight sim, *Falcon*, looks set to land early next year.

Currently doing the rounds on the PC, *Falcon 3.0* features 270,000 square miles of game area, a training school and a campaign mode where the pilot commands a wing of sixteen fighters.

The most talked about feature is the flight model, which has been taken from actual low cost military trainers. This takes into account variables like lift and drag co-efficients and G-forces. The PC version is due for a summer release with the Amiga version going into production a short time after.



MUSIC, MAESTRO

The European Computer Trade Show saw the unveiling of a package designed to revolutionise the Amiga as a sound machine.

Music Master from Ubi-Soft boasts features such as a 60% compression of samples, on screen editing and composition, MIDI compatibility, a sound pre-set bank containing a hundred samples, ten tunas and full stereo compatibility. Surprisingly, all this can be crammed into an unexpanded Amiga, although some features will work better with extra memory.

Another *laagura* will allow effects such as reverb and vibrato to be added to samples. *Music Master* will be available from Juna priced at £34.99.

GOING FOR GOLD

It's rumoured that US Gold are going to produce a sports game to tie in with the 1992 Olympics. No details are available at present but a rash of sports games is expected before the games kick off next summer.

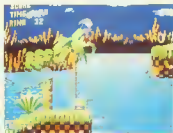
Previous USG sports sims include the excellent *Summer* and *Winter Games*, *World Games* and *California Games*, all of which were programmed by US based Epyx.

GUN-HO

Ocean are set to cash in on the resurgence of Op-Wolf style shoot 'em ups with *Space Gun*, a futuristic massacre game which borrows more than a bit from *Aliens*.

The game's plot is simple. One or two soldiers, armed with stupidly big pump action rifles, are pitted against several thousand slavering xenomorphs. Add to that eggs which hatch into lach huggars and you've got a game which sounds suspiciously like a James Cameron film.

Imagas, the team behind *Beast Busters*, is rumoured to be producing the Amiga version. Look out for an In Development in a future issue.



SONIC BOOM RODENT

In a bid to bring cash-cow Japanese software to the UK computers, US Gold have picked up the licence for Sega's latest creation, *Sonic The Hedgehog*.

Sonic is Sega's challenge to the monopoly that Nintendo hold over the console market with the *Super Mario* series. The game's hero, as you might have guessed, is a hedgehog who makes *The Flash* look like a paraplegic. He has to travel through a series of scrolling worlds collecting rings, avoiding traps, solving puzzles and impeding bad guys on his cast iron spikes. No details of the conversion are available yet and, as the console version isn't ready until autumn, *Sonic*, on the Amiga, looks to be a good year away.



RANDY DEVIL

Elite have tied-up two new licences from coin-op giants Data East. The first is *Edward Randy*, a square-jawed beetle 'em up set in the thirties with a hero capable of out-daring Dick Barton. With the coin-op only just making its debut, *Edward Randy* has been scheduled for an early '92 release.

Before that is *Cavemen Ninja*, a cross between the Rachael Welch flick 1,000,000 BC, and Enter the Dragon. Eldritch the Cat, the brains behind *Ninja 3* and *Projectile*, will be responsible for the Amiga version of *Cavemen* due out for Cinnimo.



KEEP ON RUNNING

Elite have grabbed the rights to a game which has to go down as one of the toughest conversions to date.

Winning Run 2 is one of the fastest car racing games ever. The coin-op version made producers Namco a hell of a lot of cash as it created addicts all over America and Europe. Apart from its noted speed, it also featured large, well-defined graphics, and some of the loudest sound effects ever to grace the arcades.

Elite are also working on a conversion of Tecmo's highly praised *World Cup 90*, which they intend to rename and release in time for next year's European Championships.



TANK GIRL

Lager drinking, ultra-aggressive comic anti-heroine, Tank Girl, is set to make her computer game debut.

Although no-one has yet admitted to signing up the tearaway comic star, the word from the horse's mouth is that a leading softco has definitely signed a check and exchanged contracts. The betting is that TG is being produced by a company with experience in comic book conversions.

Created by cult artist Jamie Hewlett, Tank Girl made her first regular appearances in CU, starring on covers and T-shirts. She even managed to work her way into subscription ads!



SINGLE IMAGE

Top software developers, Images, are set to voyage solo into the hazardous realm of original game design.

Their first batch of games are already well in production. There's *Gloop*, a sub-aqua platform game, *Dino Bail*, which, it is claimed, is like *Speedball* with cavemen, and *Monkey Business*, a platform game inspired by *Toki*. Three other products are currently at the story board stage, although these might be delayed until a backer for the company is found.

Images are currently looking for a distributor, with US Gold heading their hit list. Meanwhile, they're rumoured to be working on a number of exciting licences scheduled for Grimble release.

DROP OUT

After a year in hiding, *Gravity* maestro, Ross Goodley, returns with *Drop Soldier*, an explosive strategy cum RPG on Mirrorsoft's Image Works label.

The *Drop Soldier* can go it alone on a mission or command a platoon, issuing orders and planning the attacks. Up to sixteen Amigas can be linked together via modem or RS232, so 'the lads' can go kick ass as a team.

Missions range from delivering objects to destroying enemy bases. *Drop Soldiers* come equipped with power suits which enable them to jump and run faster than conventional squaddies. Loads of extra weapons will also play a major part in the game.

Though still to be confirmed, *Drop Soldier* has been pencilled in as a Christmas release.

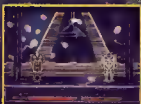


METAL MUTANT

Metal Mutant is the ultimate future battle machine, sent to the planet Kronox to search out and destroy the tyrant Arod 7. A miracle of future bio-technological science, Mutant can transform at any stage into three different robotic forms. Mutant has a huge range of different combat moves as he fights his way across Kronox. He fights not just tooth and claw but tooth, claw, missiles, rope, shield, whip, torpedo, battle computer and remote flying droid.

Metal Mutant is a science fiction exploration and combat epic featuring over 160 fully-bitmapped screens, 24 different combat moves, intriguing puzzles and more than 40 different enemies plus end of level guardians.

AMIGA · ST · PC



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BUZZ

A FISHY TALE

Fred Fish, the Amiga world's number one utility supplier, has taken his first guppy strokes into the CD age. American based Hypermedia Concepts have compiled a CD containing every Fred Fish utility to date. The package is designed to run with standard Amigas with CD-Rom drives, however a keyboard and extra memory are needed to run it on the CD-TV.

Updates are going to be available every four months priced at £18, or a one-off payment guarantees a regular supply of up-to-the-minute software.

IT'S A MIRACLE

If you've ever wanted to play piano like Clayderman, Horowitz or Barry Manilow (?) you could get your chance soon. Software Toolworks have announced the launch of their unique piano tutor, *Miracle*, on the Amiga.

The basic *Miracle* package comes with software, books, keyboard, headphones and a soundbank containing over a hundred different instruments. The tutorial packages uses artificial intelligence to gauge at what level to teach the pupil, then points out any problems with their playing and how they could improve. A children's mode transforms the traditional notation into a game to make learning as fun as possible for the younger pianists.

Work is underway on similar packages which will include different types of instruments. Mindscape have snapped up the rights to *Miracle* for the UK.



WHOOOPS UP!

And lo, it came to pass that last issue's damo of the month bears more than a 'passing' resemblance to Mirrorsoft's classic game, *Dungeon Master*.

CU would like to make it clear that it in no way condones this sort of thing and that Mirrorsoft's *Dungeon Master* is far superior to its Public Domain imitation.

SNAP TO IT

Demonware are out to bang notes with Ubi-Soft's *Music Master*. They reckon they've got the ultimate music package with the follow-up to their highly-rated *TFMX*.

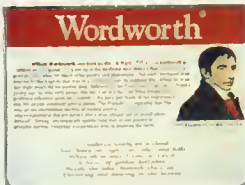
TFMX 2 will feature an 8 track sequencer, score editor with playback and a synthesizer. It's also compatible with most samplers and has a sample editor. It has the official seal of approval from music giants, Snap, who apparently make quite extensive use of it in their German studios.

WORDWORTH

Digital are touting their next word processor as the ultimate Amiga writing package. *Wordworth* is designed to be as comprehensive as possible. Not only will it read your text back to you, allow you to import graphics and open 100 documents at any one time, but it also comes with a 110,000 word dictionary, a 30,000 word Thesaurus (with 140,000 cross references) and a 26,000 word Merriam and Webster's medical and legal supplement.

It will also use a Macintosh-style point and click system, were a double click on the mouse highlights one word and a triple click selects a line.

Wordworth will retail for £129.00 and should be on sale next month.



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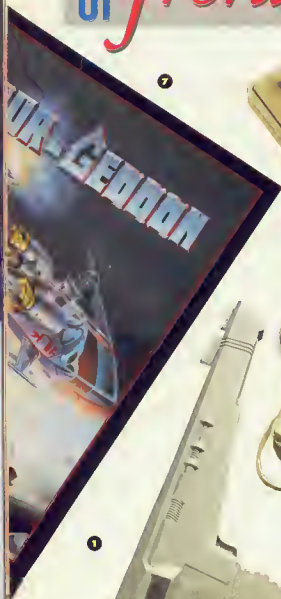
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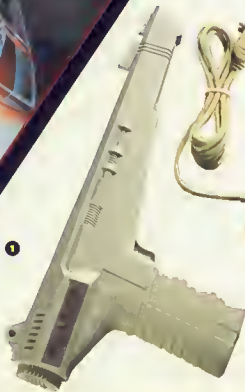
ocean

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UP front..



1



7



10



6

1 Pat-a-tat-tat, attack those rats with this wire less gun called the Phaser. Although it looks like a gift that comes in a bundle, it has its very own software with which you blast flying birds straight into casserole land. Altogether now, present arms, take aim... FIRE!!!

2 No, it's not a some bizarre torture device sold to South American death squads. This little number is actually a joystick specially designed for flight sims. Clamp it onto your desk for extra rigidity and wiggle those pole-like metallic grips.

3 Make life easy for yourself with the Boot Selector. This enables you to boot from DFO or DF1. A necessary item for hi-tech computer whizz kids. From Anlgo Direct, 4 Whitton Road, Middles, TW11 1BY, Tel No: 081 891 5704

4 Keep the glint of youth alive in your computer with the Mini Vac. Ideal for getting into all those nooks and crannies. Will keep the equipment free from being clogged by dust. From Misco, Free Post Wellingborough, Northants, NN8 3BR £8.95

5 Printer too heavy to carry? Then try the Pricolapen, which makes the fountain pen a positive museum item. £250 (£250 off with coupon), from Oyster Terminals, Fair Oak House, Church Road, Newport Gwent, NP97EJ, 0633 214147, £350.00

6 Improving the sound quality of your computer also improves the quality of gameplay. Really immerse yourself in five games and savour the rich tones of the Sound Blaster stereo speaker kit. Available from Data Base Direct, Elmestree Park, South Wintar, L85 3ER, Tel No: 051 357 2361 £44.99

7 Stake your claim in future of warfare. The first 300 who send our cut-out coupon to Psychonics will win a free playable demo of Armour-Geddon. Pop the coupon in an envelope marked 'CU'

Amour-gaddon offer! for Mick Wildin, Peysnoale, South Herrington Buildings, Bolton St, Liverpool L3 4BQ.

8 Wot, no wires? Activate your Amiga with this simple point-click-and-beam infra-red mouse from Misco Computer Supplies Ltd, Faraday Close, Wellingborough, Northants NN8 3XH.

9 Zapp those nasty villi with this plug-in killer from Digital Applications (reviewed this issue). £34.95 but £5 off with our money off coupon. From Digital Applications, 118 Middle Crockford, Basildon Essex.

10 The Delta 3A Joystick will have you zooming in on targets like Sunk Shot Annie Oakley. Gain in confidence and skill with this impressive machine. From Voltmace, Unit 9, Border Business Centre, London Road, Baldock, Herts, SG7 6JH, Tel No: 0462 894410, £14.95

11 Feeling sparky or wired is one thing, but problem static electricity can be lethal, especially for those sensitive micro-components. Eradicate this with Static Clear, the anti-static device. Will do for you what Frankenstein did for electricity. From Misco at £19.95.

12 Another blow for dirt 'n' grime, or stick to be precise. This little mini vac claims to be the scourge of all that dead skin blocking up your keyboard. Complete with a variety of extenders, the product's from Mabbot & Griffin, 9 High Street, Penryn, Cornwall, PL20 8BN.

13 And there's 300 free copies of a one mag rolling demo of US Gold's superb Lucasfilm adventure, 'The Secret of Monkey Island'. Send your coupon in an envelope marked 'GU Monkey Island Offer' to Danielle Woodysatt, US Gold, Units 2 & 3, Halford Way, Birmingham B6 7AX.



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KICK OFF 2



A NEW DIM SOCCER SIM

-GOLDEN JOYSTICK-
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- PIXEL PERFECT PASSING
- SUPERB TACTICAL GAMEPLAY

KICK OFF 2 greatly enhances the gameplay of KICK OFF, winner of the THE GAME OF THE YEAR in the U.K., and similar awards right across Europe. A host of new features have been added to the ones that enthralled players the world over.

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- Instinctive Kick Off joystick controls to dribble, pass, shoot, head or chip the ball and do sliding tackles.
- Set piece. FREE KICKS including dummies and the ability to dip the ball or bend the ball round a defensive wall.
- 9 types of corner kicks with full control of shot power. Long and short throw ins.
- Team selection from a squad of 16 with substitution and a choice of tactics.
- League and cup competitions with Extra Time, Injury Time and sudden death penalty shoot outs.
- Facility to view, edit and save the Action Replays and create a Golden Shots disc. (Ext. IBM & CBM 64)
- Facility to load Player Manager teams and tactics for a single or league game.
- Red and yellow cards, 16 different referees, injury time and a host of features to create an atmosphere for a game which is real fun to play.

ST ACTION - The best game ever to grace the ST. Highest accolade I can give.

AMIGA USER INT - The best computer game ever. 97%

THE ONE - Ultimate soccer simulation. 96%

THE ACE - Brilliant. Buy, Buy, Buy. 93%

AMIGA FORMAT - Best footy game to have appeared on any machine. 94%

ST FORMAT - What a game! Gem to play. Magic. 90%

C & VG - Championship winning material. 95%

GAMES MACHINE - Probably the best sports game ever. 92%

COMODORE USER - No other footie game can touch it. 90%

AMIGA ACTION - Surpasses all other football games. 93%

POPULAR COMPUTING WEEKLY - Nothing short of brilliant.

NEW COMPUTER EXPRESS - Computer football event of the year

AMIGA & ST £19.99 EXP. AMIGA £24.99
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An International class player takes charge of a third division club as Player Manager. His brief is simple - Bring Back The Glory Days.

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The Player Manager brings the every day realities of a manager's life, his talents as a manager and a player, his triumphs and his failures into a sharp FOCUS.

ST ACTION - A stroke of pure genius.

THE ONE - An exceptional football management simulation, Astounding depth. Most involved, rewarding and playable.

THE ACE - Successfully blends challenging soccer management with frantic end to end arcade action. 92%

NEW COMPUTER EXPRESS - The sheer depth is incredible. A definitive management game.

COMODORE USER - At last a management game that requires

true management skills - a winner. 94%

ST FORMAT - Brilliant. 93%

AMIGA FORMAT - Enthralling and addictive. 93%

ZZAP - Best football management game ever written. 92%

AMIGA - ST £19.99

AA

3 DIMENSION IN SIMULATIONS

THE FINAL WHISTLE Amiga - ST £12.99 (Rel. Nov)

Raises the skills required and gameplay of KICK OFF 2 to new heights.

Two extra kits

Look at any player stats. (attributes and skill) before selecting squad.

Totally new corner kicks with full control of the power, height and trajectory of the ball.

Enhanced throw ins and penalty shots.

Provision to flick the ball in the air and do a blinding header or a spectacular overhead kick.

New two players team mode. Player 1 in position or nearest to the ball and player 2 in position or keeper.

Linesmen and referee on the pitch.

A new player attribute FLAIR. A player with a high level of flair will try a solo attempt at the goal.

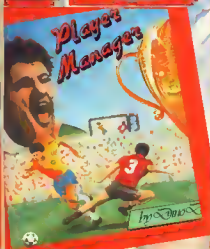
4 new pitches - Wembley - Icy - Muddy - Non-League

And Lot's More

WINNING TACTICS (£6.99 - Rel. Nov) - A collection of tactics for use in Player Manager or KO2 with full explanations.

RETURN TO EUROPE (£9.99 - Rel. Dec) - Three European cup competitions. UEFA cup - European Cup - Cup Winners Cup.

GIANTS OF EUROPE (Rel. 1991) Best teams of Europe on one disc.



Oral specifications. Subject to changes without notice

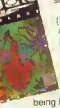
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SONIC BLAST

Games with 3D-sound? Rik Haynes turns the speakers up to max volume and gets ready to megablast...

Are you tired of those boring white noise explosions heard in most video games these days? Well, prepare your ears for a severe shock! Stereo sound finally being dragged into the nineties. Three dimensional noise has arrived.



Roland Sound Space (RSS) gives sounds depth and direction, and is completely compatible with existing stereo speakers. In technical terms, RSS eliminates the cross-talk which prevents the full depth of stereo signals being heard. You can hear drums coming from the left-hand side of the room, guitar on the right, bass somewhere in the middle and keyboards

ling from behind them. These neat effects are put onto music at the mixing stage. You just feed your ordinary music through a box of tricks made by Roland UK and hey presto, you've got 3D-sound. I can't wait for the first Muzak application!

Inspired by a new technical toy to play with, sampling wizard Tim Simenon of Bomb the Bass used RSS on his new album. Not to be left behind, the Bitmap Brothers have employed the technique in their first CDTV title, a laser-guided update of the award-winning

overhead. By making one sound slightly duller than the others, you can fool the listeners ears and brains into automatically believing this sound is com-

Xenon II. This craze has now filtered out to the general CDTV development community. Publishers can simply hire some kit for the day from Roland and go into the studio.

Xenon II was the perfect choice to be the premier RSS game as sound was such a major plus point in the original Amiga version. Using their connection with Rhythm King Records, the Bitmap Brothers managed to persuade Bomb the Bass to go back into the studio and record special remixes for the CDTV adaptation. Each new meltdown mix lasts

between five to seven minutes. And that's not all. Other audio treats to be featured in this ill-new Megablast include snatches of music from Betty Boo and S-Express, digitised speech throughout the product and even

WORLD IN MOTION

To help compete with rival CD-based platforms, developers working for Commodore in the States have produced a software solution to display digitised video on a standard CDTV. The so-called CDXL can display third-screen full motion video at a rate of 15 frames per second. This software algorithm has now been made available to encyclopaedia and education software developers like Xiphos and Discal. Further enhancements to the CDXL code are already under way.

Commodore has confirmed an add-on CD-ROM drive for existing A500 owners, effectively turning the Amiga into a CDTV, will be launched in September for around £300!

better spot effects. This is made possible by the fact that the soundtracks are pulled directly off the compact disc, so the Bitmap Brothers can devote the four internal sound-channels and over 512K of RAM to just producing cool sound FX.

Making sure they don't make any mistakes, publisher Imageworks has also drafted in the original programmer Martin Day, to oversee a smooth conversion to CDTV.

Sadly, the actual game itself won't be any bigger or better. Instead, players will get special multimedia presentations of how to play the game, and 'features' on The Bitmap Brothers and Rhythm King Records. These audio-visual sequences will introduce you to each weapon system, alien spacecraft and so forth. You may also get a few hints and tips. User-friendly appears to be the name of this game. And why not?

Although the CDTV version of *Xenon II* is only the Bitmap Brothers' tentative steps into multimedia, they seem to be well and truly hooked! This highly regarded software developer is in a good position to go fully multimedia, thanks to the back-up resources of various music and film studios worked by parent company Rhythm King Records.

Spokesperson Eric Matthews confirmed that they're interested in producing something that is specific to the CD-ROM medium. CDTV has an advantage over other formats because the Bitmap Brothers know the Amiga inside out. It's still too early to talk about ideas in detail, sound will again play a large part in the product. Matthews is most enthusiastic about the possibilities of CD based games, but wants to start the next project from scratch. A CDTV adaption of *Speedball* therefore looks unlikely.

CDTV ARRIVES!

After months of waiting, you should finally be able to walk into your local retailer and buy a CDTV. The world's first interactive multimedia machine for the consumer will cost you a

wrecking £599.99 (inc VAT). Linked to a normal TV set and hi-fi system, the CDTV can display a combination of colour pictures, text, graphics, animation, video, voice and stereo music.



At least the CDTV is finally about to enter the shops.



Promoted as an educational tool, there's no doubting that CDTV games will be brilliant.



A cosy look at CDTV's business uses.

These images and sounds are stored on special compact discs, but the CDTV can also play ordinary audio CD's - including the new compact disc plus graphics (CD+G) format. The massive 550 megabyte capacity of each compact disc means they can store around 250,000 pages of text or the equivalent of 700 floppy disks.

Just to make sure of you becoming a CDTV owner, Commodore is bundling three software titles with each player. With the 1991 CDTV edition of the Hutchinsons Encyclopaedia, you can hear the speeches of Neville Chamberlain before the outbreak of World War Two, see a volcano erupt or look-up the facts on Prime Minister John Major (great if you're suffering from insomnia). Even the most hyperactive child should be entertained by the 25,000 entries, 7,000 biographies, 2,000 pictures and 250 charts contained in this product. The Encyclopaedia is joined by an introduction title and the critically-acclaimed Lemmings from Psygnosis. The latter disc also contains an impressive demonstration of The Fractal Engine featured in the previous issue of



CU Amiga

Commodore has announced 25-30 titles are already available for the CDTV and that up to 250 developers in the USA, UK and Germany are currently working on more. Each title is priced in the region of £25-£30. The hardware and software should be available in up to 2,500 stores by Christmas. The firm expects to sell over 80,000 CDTV decks in the UK during the first year of release. Commodore is also talking to the high-street rental companies who are desperate to find a replacement for the ailing TV-hire business.

"CDTV opens up a whole new world in consumer electronics and will radically change the way people learn and are entertained at home," says Commodore Managing Director Steve Franklin.

Despite an enthusiastic reception from the likes of Dixons and the education establishment, voices of dissent can still be heard throughout the games industry. The cost of creating a decent quality CD-ROM product isn't cheap. Feeding the user with massive amounts of data, digital audio and full motion video can cost in excess of £250,000 per title.

Electronic Arts, publisher of *Populous* and *Powermonger*, has a typical response to the CDTV. "We are developers for it, but there's currently nothing in the pipeline," confirms spokesperson Simon Jellery. "We're very much committed to the concept of producing CD-based software as we have a lot of projects going on. We're not totally convinced that CDTV is right at this time. The access times aren't fast enough for games. For home multimedia purposes it's an excellent machine. We want to see how it does."

Again, like many other games publishers, EA isn't completely negative about the CDTV. "There's a very good chance that we'll support it. We're looking at enhancing existing products and developing totally new projects."

NEXT MONTH...

We're taking an in-depth look at the CDTV and the first titles to hit the streets. We'll also be talking to more developers about their plans for the CDTV. Will they be using the motion video capabilities of CD+G? There's only one way to find out why Snoopy has gone digital. Don't miss it!



BACKCHAT

LETTER OF THE MONTH

SOUND ADVICE

I would like to take this opportunity to comment on the quality of in-game sound and music, a subject which the majority of Amiga users feel very strongly about. In my opinion, and I am sure many others share the same view, game music and sound is not of a high enough standard considering the potential of the machine. Programmers seem to concentrate specifically on the machine's graphical capabilities which have, of course, greatly improved since 1987, yet have almost disregarded the audio qualities of software. It is a fact that good sound improves the playability of a game and also helps justify the the ludicrous £25-£30 price tag by enhancing the overall presentation. As an example, I recently purchased *Super Monaco GP*, of which the visual presentation was superb but the music and sound effects dreadful. The powerful Formula One car sounded more like a Robin Reliant, and this problem is also apparent in flight sims, with only *Interceptor* as an exception. The Bitmaps Brothers' games are a delight to listen to through the hi-fi, and *Speedball II* has a delightful score and excellent sound effects - why can't more games be like theirs?

So, on behalf of all Amiga users, I appeal to all involved in the software industry - improve game sound! There are many extremely talented musicians on the PD circuit waiting for an opportunity to add their contribution. And, with the Amiga now having 1MEG as standard, the potential is definitely there.

Richard W Jackson, Merfais

Whilst I agree with your sentiments regarding in-game music in general, I must say that I don't think that it adds to the playability in any way. After all, games such as *Supercars II* and *Kick Off II* have neither astounding graphics or sound, yet are utterly addictive. The problem lies during the game's development. Obviously, graphics have to take some sort of priority, as awful looking games just don't sell. In addition, memory restrictions are the key reason for the lack of music in a lot of games, and massive blasters use up a hell of a lot of space just in graphics and data alone, leaving musicians with as little as 6K to play with - and the days when 1MEG is standard are, I'm afraid, still a little way off yet. I think that, on the whole, the standard of Amiga in-game music is getting better all the time, and will eventually be as polished as the graphics have become.

A MOVE IN THE RIGHT DIRECTION

I feel I must write in and congratulate you on your brave move towards the technical side of things. With so many games magazines available for the Amiga owner, yours has been the most informative and up-to-date of them all, whilst others feature child-like editorial or are greatly behind with news and previews. If you can keep up the good work and make your hardware and technical reviews and features as concise and entertaining as your game articles, then you will be on to a winner. As both a games player and an on/off would be graphic artist, I will appreciate any additions on the world of paint packages and utilities. However, like many, I do hope that the games coverage won't be reduced to incorporate the many features you are proposing, although you do state that you will be expanding the length of the issue somewhat - truth or fiction? Anyway, I will be watching the next few issues in expecta-

tion of good things to come - don't let me down.

Paul Mullin, Canterbury

As you read this, Paul, you've got the new issue in your hands and we hope that it doesn't come as a disappointment. Our aim in covering every aspect of the Amiga is already apparent and, no, we are not going to reduce the games coverage in any way - if anything, the extra space will allow us to expand it slightly. We've got lots of stuff in the pipeline, so keep reading, we won't let you down.

LEAGUE IT OUT!

I have some suggestions that I hope you will consider for future issues of CU Amiga. In another magazine, there is a league table system showing, in their opinion, the best games that they have ever reviewed. I think that CU would benefit from one, too, but that it should be expanded to include publisher details, prices and ratings received. It could then

be updated monthly. The advantage of this, as well as displaying all the top Amiga games in one place, is that we readers would not have to go searching through all our back issues to find out how well a particular game scored. Also, I feel that your mag would benefit from a few more competitions, especially those along the lines of general knowledge.

Finally, a little bit of trivia for you. Did you know that the samurai image used on EA's *Budokan* advertisements was originally used in a Japanese World War II propaganda poster? Not a lot of people know that. SN Handy Sheffield

This is a difficult one. The only problem with a league system is that it doesn't allow for technical progressions. For instance, we review *Speedball III* and give it a humungous 98% praising it for its superb graphics and placing it at the top of the league. So, when the Bitmaps release *Speedball IV*, which has

even better graphics, better sound and utterly addictive gameplay, and is twice as good as the third game in the series, do we give it 99 or 100% and place it above its predecessor or do we mark it lower allowing for time elapsed? After all, if it's better than the third game, it should be positioned higher. Also, if we do give it, say, 99%, what if a fifth or sixth even better version comes out. It's impossible to score over 100% and we don't give out 100% marks because no game is ever going to be perfect. A major flaw methinks. As for EA's oriental propaganda, well fancy that!

EMULATION PROBLEMS

I would like to know whether there is a piece of software or hardware for the Amiga that allows it to run ST software. Also, is there a piece for the ST that allows it to run Amiga software? Please help me! I would save me a fortune.

Gareth Parry, Tenesbury

WRITE TO CU 30-32 FARRINGDON LANE, LONDON, EC1R 3AU

Pardon me for splitting hairs, but why exactly would you want an ST emulator? The Amiga's capabilities far exceed those of Atari's dinosaur, and you would basically be downgrading your machine. As far as I know, there is no such emulator, I'm afraid, and likewise the plea of hardware needed to reproduce the Amiga's capabilities on the ST would require most of the Amiga's chips, making it very expensive.

WHO IS THAT MASKED MAN?

Although I entered the *Predator* II competition to win one, I would be very grateful to find out where you got the *Predator* mask and gloves. I have a great interest in films and special effects. In particular, and any information would be gratefully received.

Roger Watkins, Powys

The masks are actually imported from the states, and can be bought directly from the company responsible via the hallowed pages of *Fangoria* magazine. Alternatively, *Forbidden Planet* in London actually keep them in stock, so they will probably be your best bet.

WE WANT DEMOS!

Thank you for producing an excellent magazine. I have been buying your mag since you started covering the Amiga and it has greatly improved since then. I do, however, have one complaint: the cover disk. Since you started including one you have used playable demos of up and coming games which I think is an excellent idea. In the last few issues, though, you have included full games which, to be honest, aren't particularly hot. Please return to using demos, as I think they are much more enjoyable than the games you give away.

Ahmad J. Al Nudl, France

As of next issue, we will be going back to giving away demos rather than full games. But, you have to admit, *Gravity* has probably got to be the best game

ever given away on a cover disk – and coupled with *Warzone*, we cater for all tastes.

FABBY PD

I have only recently got into PD software, but I must say that your Demo section is the most in-depth look at what is going on – and some of the comments and captions are witty, too. However, I was wondering, please could you expand it so that it will cover the assorted utilities that are widely available. There are some really good utilities out there for next to nothing, and whilst I can understand that they don't look as impressive as the demos you cover, they are probably more important.

Kyle Robbins, Harrow

You'll be pleased to notice that our very own Dan 'Cheap Cheap' Slingby starts an excursion into the world of PD utilities this month. We have been planning to start the feature for quite a while, but were always let down by a lack of space, but from this issue on, Dan will be taking a look at the many sound, graphics and other utilities that he can lay his sweat little mitts on, along with special columns devoted to AMOS and the demos created with it.

BUDGET BONANZA

I must say that I really am impressed by the quality of games currently appearing on the budget scene. It was games like *Rocket Ranger* and *Silkworm* that first tempted me into upgrading my trusty C64 to an Amiga, and the timing of these releases couldn't have come at a better time for me. Also, I noticed Ocean have entered the scene, too, and I will be buying *Wizball* and *Arkanoid II* as soon as my bank account is suitably replenished! So, a big thanks to the likes of Mirrorsoft, Ocean, and Virgin, for releasing good games on the cheap rather than the usual crap I have come to expect for anything less than a tenner. And thanks for a brilliant VFM column, too!

Vincent Williams, Bury

READERS' REVIEW

Have you ever read one of our reviews and totally disagreed with what we've said? If so, this is where you can voice your opinions and stick up for your favourite games. If you do, you could win yourself a £25 game, so get scribbling to us at Backchat

DANCER DEFENDED

I looked through the May issue and there was a review on *Shadow Dancer*, which is one of my favourite games. I was expecting it to come in the 'Screenstar Recommended' category, but it came in the 'Above Average With A Lot Of Room For Improvement' one instead. With so many characters and different weapons, *Shadow Dancer* did not deserve such a small rating. The graphics are excellent and the range of magic powers is brilliant. The end-of-level guardians are especially good, too. In all, I would give it the following marks:

GRAPHICS 95%
SOUND 75%
LASTABILITY 95%
PLAYABILITY 87%
OVERALL 92%

Anthony McCroneck, Middlesex

92%! That means that it is almost as playable as *Lemmings* and *Kick Off II* or as long-lasting as *Midwinter* or *Elite*! When looking at *Shadow Dancer* we knew it was an accurate conversion and featured a lot of weapons, but there were also too many niggling quirks – the dodgy sprite detection being the most obvious. After all, after battling through to the later levels only to be killed by a bullet that had already passed you, these gripes tend to become more apparent. So, I'm afraid we'll have to agree to disagree on this one, Anthony, but we're sending you a game for putting your point forward so well.

THE TOP FIVE

This month's reader's chart comes from Ian Glossop who hails from Cheam.

1. *Speedball II*
2. *Chuck Rock*
3. *Lemmings*
4. *SWIV*
5. *IK+ (Budget)*
6. *F-29 Retailer*
7. *PGA Tour Golf*
8. *Kick Off II*
9. *Lins Of Fire*
10. *Rocket Ranger (Budget)*

In development for over a year, **D-Paint IV** is nearly ready for release. Mat Broomfield was the first to take a look at the long-awaited sequel to the best-selling **D-Paint III** art package.

4PLAY

In 1989, the Amiga graphics world was collectively stunned by the release of *Deluxe Paint III*. It was the first art package that allowed you to easily create on-screen animations, which could then be saved for use in your own programs. It was also the first widely

available package that enabled the user to take advantage of Extra-High Bright, a colour mode on the Amiga that lets you use 64 colours in your pictures. Since then, there has been much speculation about what features *Deluxe Paint IV* would include. Now *Deluxe Paint IV* is a reality, and you're just in time for the world exclusive preview!!!

FIRST IMPRESSIONS

At first glance, *Deluxe Paint IV* appears much the same as its illustrious prede-

cessor. The first sign that changes are afoot comes when you select Screen Mode from the Screen Options menu. There, sitting quietly below the usual 2, 4, 8, 16, 32 and 64 colour buttons, is a larger one labelled HAM.

Once the HAM button has been selected, the full range of Amiga colours are available. That's 4096 colours, all on the screen at the same time!

As I've already mentioned, *Deluxe Paint IV* features the same screen layout as *Deluxe Paint III*. There are still numerous drop-down menus which appear from the top of the screen when the right mouse button is pressed. The tool icons are still arrayed down the right hand side of the screen, and none of the icons have changed graphically. This is really good news because it means that users, who are familiar with earlier versions of *Deluxe Paint*, will instantly recognise and be able to use most of the drawing tools. *Deluxe Paint IV* begins to get interesting when you actually start to explore the many options associated with the menus and tools

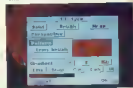
COLOURS GALORE

The palette is the obvious place to look for changes in an art package which has increased its number of available colours by a factor of sixty-four. Sure enough, opening the palette reveals the first of many significant improvements over its predecessors. The *Deluxe Paint IV* palette now features comprehensive options to allow the user complete control over the entire spectrum of Amiga colours. When the palette is selected, a window appears at the bottom of the screen. The colours are displayed in blocks of 128, and all of the colours can be individually altered.

To create its full palette of 4096 colours, HAM mode specifies sixteen colours as base colours. It then calculates all of the other colours in relationship to those base colours, as opposed to having a fixed palette of 4096, which would require a lot more memory. One of the greatest advan-



An example of Circle Fill. Note the new range menu at the bottom of the screen.



Y



ages of working in HAM mode is that you can change one of the colours in your palette and,

providing it isn't a base colour, no colours on the screen will be affected. Users of non-HAM mode art packages will be familiar with the frustration that is caused when you change a colour in your palette without realising that colour was already in use. Return and you'll find that everything that used that colour had changed to the new one. That doesn't happen with HAM mode. Once a colour is placed on the screen, it stays there unless deliberately changed by the user.

FILLING THE SCREEN OUT NICELY

Once you've selected a satisfactory palette, you can begin to explore the other options hidden within *Deluxe Paint IV*. One of the nicest options that I discovered was tucked away in the Fill options window. When using other Amiga art packages, including *Deluxe Paint III*, if you wanted to fill a spherical object so that it appeared as if there was a single point light source, it wasn't possible without a great deal of messing

around. If a single point of light were applied to a metal ball, it would give the

FROM BLACK AND WHITE, TO TECHNICOLOR, AND BACK AGAIN

Within the Process menu there are three new options, Colorize, Tint and Shade. They are all concerned with recolouring existing images. The differences between them are extremely subtle and are created by applying Boolean logic to the recolouring processes. By using these options, you can instantly create a wide range of effects ranging from moonlit nights and sepia-toned photographs to scenes bathed in the amber glow of firelight.

impression that there was a single bright spot on the ball at the point nearest to the light source. The colour would then gradually fade away in concentric circles, becoming darker and darker the further away from the light source you moved.

Deluxe Paint IV now includes a fill option called Circle, which takes all the hard work out of drawing spherical objects with a single point light source. Now you simply define what colour you want the object to be, select Circle Fill, and click the cursor somewhere within the object to be filled. A line appears, which represents the direction and distance of the light source. You can move the line around the screen and, when you're happy with the positioning of the light source, a mouse click starts *Deluxe Paint IV* creating an accurate circular (radial) fill pattern. Another variation on this theme is called Contour. Using Contour Fill, objects are still filled using a radial fill pattern, but instead of using perfect circles of colour throughout the fill, *Deluxe Paint IV* creates bands of colour that fol-

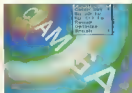


4 PLAY

low the outlines of the shape being filled. This creates an effect that looks like the contour lines on a relief map.

RANGING THROUGH THE SPECTRUM

Another option that is associated with the various fill options, is Range. On *Deluxe Paint III* this was just a small sub-section of the main palette. Range allows you to specify the range of colours that *Deluxe Paint III* uses for dithered fill operations. One of the greatest restrictions of creating a range on *Deluxe Paint III* is the fact that you can only define a range between colours that were sequential on the palette.



colours which graduated from red to green to blue

Supposing you had a red, a green and a blue in your palette and you wanted to create a range of

Now all Range operations have been consigned to their own sub-menu. When you select Range, a window similar to the palette window opens up at the bottom of the screen. In the top half of the window is a calibrated horizontal bar that represents the current range that you are working on. Beside that is a switch that allows you to flip through the other seven ranges that can be set. Beneath the range bar is

METAMORPH FROM A CATERPILLAR TO A BUTTERFLY IN ONE GO

Another great command, Metamorph, allows you to transform one brush into another. Open the brush menu and you will find a new option, Spare. Select Spare and you will be presented with three further options: Brush->Spare, Brush->Spare, and Metamorph. Brush->Spare simply allows you to store your current brush in a memory buffer for later use. Brush->Spare allows you to change your current brush for the one that's stored in memory. The really interesting option is Metamorph. To use Metamorph, you must already have a brush stored in memory (a spare brush). When you then create a second brush and select Metamorph, *Deluxe Paint IV* will ask you for the number of frames to perform its changes over. Once the number frames has been set, *Deluxe Paint IV* will produce an animated brush (anim brush) that transforms the current brush into the spare one. In practice, this means that if you told *Deluxe Paint IV* to metamorph your brush over ten frames, frame one will be the current brush, and frame ten will be the spare. The other eight frames will contain brushes, each of which is slightly different to the previous one, that transforms the original brush into the spare brush. At its least impressive, this allows you to create subtle fades which transform one graphic into another. At its most impressive, you can create wonderful transformations that appear to stretch and blend one image into another. For my test, I created a 20 frame transformation, changing the King Tut screen into a screen containing the Electronic Arts logo. When run as an animation, the logo appeared to melt in watery-looking ripples. As the ripples settled another image was born.

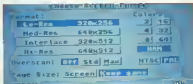


The different effects that can be produced using (clockwise from top left) Shade, Tint and Colourize. Shame it hasn't improved her complexion though.

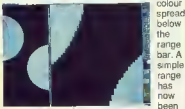
HAMINATION

The most eagerly anticipated addition to *Deluxe Paint IV* is doubtless the addition of HAM mode animation. Many previous software packages have promised it, and *Photon Paint* half-delivered it. Enter *Deluxe Paint IV*. Many users will already be familiar with the animation tools provided by *Deluxe Paint III*. They will remember how user-friendly and quick they were to use. Well, those tools are now available for HAM mode animations as well. Electronic Arts have even managed to add delta compression to the animations, which means that you get more frames of motion for your memory. Using the tools provided by *Deluxe Paint IV*, you can define the number of frames to your animation and then tell the computer to rotate your images through any axis. You can also tell the computer to move your image in any direction or perform perspective operations on images (to make it look as if they are moving closer or further away from you). A really useful new feature of the animation section of *Deluxe Paint IV*, and one which applies equally to HAM and ordinary animation, is the addition of an animation control panel. When Control Panel is selected from the menu, a video-style panel appears at the bottom of the screen. On this panel are all the controls that you will need to play and edit your animations. There are, of course, buttons to play and rewind your animation, but the best feature, in my opinion, is a horizontal drag bar. By clicking on the bar and dragging it left or right, you can flip through the frames in your animation. Because all the frames are represented on one bar, regardless of the total number of frames, you can find specific frames much more quickly and easily than was possible with *Deluxe Paint III*.

a palette of 32 colours, and beside that is another switch that lets you flip through all of the other available palettes. Creating a range is simplicity itself. Point the cursor at any of the colours in the current palette and click the mouse button. This will change the cursor into a small coloured box. Place the box anywhere on the calibrated bar and the first colour in your



range has been set. Repeat the process using a different colour from the palette, and putting the colour down at a different position on the range bar. As soon as this is done, the computer calculates the colour graduations (in HAM mode) between the two colours and displays a



created, but it doesn't have to stop there. If another colour is positioned on the range bar between the two existing ones, *Deluxe Paint IV* will automatically recalculate its colour spread to incorporate the new colour. The only limit to the number of colours within a range is the number of colour boxes that can be squeezed onto the range bar. In practice however, you are extremely unlikely to require much more than a quarter of the available space, even when creating the most dramatic colour spreads.

Deluxe Paint IV certainly looks the business and the host of new features makes it a worthy addition to the series. We'll have a full review as soon as the package has been finished.

FEATURES SUMMARY

NAM MODE - Allows you to create artwork using the full 4096 colours on screen at once.

HAM ANIMATION - Allows you to create animations in NAM mode.

PALETTE - Offers a new selection of controls to assist in the easy creation of NAM mode palettes.

RANGE OPTION - Gives you total control over all colour spreads used for fill operations.

COLORIZE, TINT AND SHADE - A variety of options that give you image processing options usually only found in dedicated systems.

CONTROL PANEL - Gives you a video style control panel to simplify animation control.

LIGHTBOX - Displays previous animation frame beneath current one to allow you to see what changes you are making.

HAM DELTA COMPRESSION - Only saves the changed parts of the screen from one frame to the next, thus making huge memory savings.

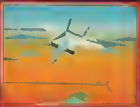
ANTI ALIAS - When selected this smooths out lines and curves, disguising the jagged edges that are created when working in Lo-res.



to remember. It is a great flight aim for beginners and experts alike.

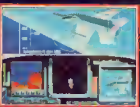


area of nearly half a million square miles. Each area contains hundreds of missions and each mission will differ depending on your chosen tactics, even if you fly it twice!



An amazing ten viewpoints give you the opportunity to view the fast flowing 3-D environment from virtually anywhere around your plane - and a unique "Director" option can be used

to automatically change the view for you, so that you're always looking right at the centre of the action.



attack being thrown at you.



Enemy pilots and missile crews act and react intelligently and quickly. Success depends on making the right moves - and making them fast. F15 Strike Eagle II puts you in

the hottest seat of them all - Take a look for yourself.

F15 STRIKE EAGLE II



F15 Strike Eagle II follows F19 and Gunship into the front line. The latest and greatest



AIR SUPERIORITY

The F15 Strike Eagle is the latest in a long line of F15 Eagles, whose development began in the mid '60s. Originally conceived as an ultra-powerful, ultra-fast air-superiority fighter, the design has developed into an air-superiority fighter with ground-attack capabilities.

The F15 Strike Eagle is one of the fastest, most manoeuvrable, and most powerful military aircraft in the world. It has the capacity to carry the latest air-to-air and air-to-ground armament in addition to its 20mm cannon.

The latest version of the Strike Eagle is equipped with a sophisticated zoom FLIR/TV/Laser target tracking system that allows the pilot to see close up views (either TV or thermal) of the target at all times.



MICRO PROSE
SIMULATION SOFTWARE

greatest from MicroProse will soon be available for Commodore Amiga and Atari ST.

C.L.I.mb aboard



part 1

Designing your own demos can be easy and enjoyable, but first you'll need to prepare your disk. Martin Rayner shows you how to do it in this, the first of this month's trio of features on making your own software. . .

FORMATTING A DISK

To format a disk, you'll need two things: the Workbench disk, and a blank or unwanted disk. Insert the Workbench disk in your drive. When loaded, remove it and insert an unformatted blank disk. A new disk icon should appear, which will be named DF0:BAD. Click on the disk icon once to select it, and choose 'Initialise' from the Disk menu at the top of the screen. You'll then be requested to put the Workbench disk back into the drive. After a few seconds of disk activity, you will be asked to replace the disk named BAD. From there on, it's simply a matter of following the on-screen prompts. When the format task is completed you will have a disk that is now named EMPTY. You can rename the disk by clicking once on its icon, and selecting RENAME from the disk menu. A window will appear containing the current name which can be changed by typing in the new word.

USING CLI

To issue some of the following commands you will have to use the CLI. To access the CLI you must load Workbench (yet again)! Double click on

the Workbench icon and when it's opened, double click on the SYSTEM icon. Finally, when the system window has opened you will see a file called CLI. Double click to load it, and you will be presented with a window into which you can type commands.

AUTOBOOTING

Before you can use the formatted disk, you'll need to install it. Although you can store files on a newly formatted disk, you cannot make the disk auto run until it's been installed. You may have heard of a bootblock. A bootblock is a section of the disk that the computer looks at as soon as you put the disk into the disk drive. The bootblock contains a standard block of information that the computer refers to in order to ensure that the disk is a valid Amiga disk. Professional games often substitute the standard bootblock for one of their own, as part of their copy protection process. To install your own standard bootblock, enter CLI and type

INSTALL DF0: The computer looks at whatever disk is in the internal disk drive and installs a bootblock for you

DIRECTORY ENQUIRIES

To make finding information on a disk a little easier, the Amiga can group disk files together in the electronic equivalent of a folder (called a directory). Items stored in a directory do not show up immediately when you look at the disk. They only become visible when you open the directory and look inside. Earlier on, when you double clicked on the SYSTEM icon, you were actually looking inside a directory to see its contents. Sometimes you may encounter a directory within a directory. The inner directory is then known as a sub-directory. The sub-directory is said to be the child of the main directory, and the main directory is said to be the parent of the sub-directory.

It is usual to store related items of



CLASSIC DEMOS

CU's demo section kicked off in April 1989 featuring such gems as the Kylie Minogue 'I Should Be So Lucky' slide show. After that drivel the PD circuit really needed evening up. Along came Tobias Richter and his awesome 3D Star Trek demos, Budbrain's remarkable but silly mega-demos which struck the balance between graphics, music and fun, and Cripes! technically outstanding releases which pushed back the boundaries of Amiga programming. Before all this came the classic Amiga Juggler, a ray-traced character who performed tricks with reflective balls. This demo was responsible for many of the Amiga's first sales.

Some of the ultimate demos of our time have been huge, multi-disk, memory absorbing affairs such as Walker, which featured a digitised AT-AT from Star Wars strutting through a deserted street taking the odd pot shot at buildings. And, a year after Kylo came a demo based on Neighbours star Annie Charleston. There's no winning in there?

information in a directory. For example, if you were working on several utilities at once, you may find it easier to store all the information about each utility in separate directories. To make a directory, open the CLI and type **MAKEDIR DF0:TOOLS**. This will create a directory on the disk in DF0: called **TOOLS**. If you then wanted to create a sub-directory inside tools called **SPANNERS**, you only have to type the following:
MAKEDIR DF0:TOOLS/SPANNERS

COPY CAT

There are several ways of copying the data from one disk to another. We'll begin by looking at how to copy an entire disk. First load Workbench. With the disk to be copied in DF0: click its icon and select **DUPLICATE** from the Workbench menu. A requester box will be displayed asking you to insert Workbench in drive DF0: Click on the word **CONTINUE** and the box will now display the tracks that are being copied. You will then be requested to place a **DESTINATION** disk (your formatted disk) in drive DF0. Remove the Workbench disk and replace the formatted disk then click the word **continue**. Follow the on-screen prompts until the requester box displays **COPY FINISHED**. You will now have a disk which is named Copy of (whatever your other disk was called).

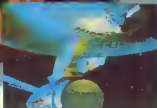
COPYING SEPARATE FILES

To copy files from one place to another, you must tell the computer where you want to copy from (the source), and where you want the copy to go to (the target or destination). A simple copy command would look something like this:
COPY DF0:Fred TO DF1:Jane

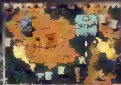
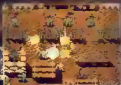
When you type the above command into the CLI window (followed by return), the computer copies a file called Fred from DF0 to DF1, and renames it Jane. If you want to copy something from one directory to another on the same disk, it's just as straightforward. Suppose you need to copy a file called ABC from a subdirectory called 123, and you want to put it in another subdirectory called 789. You type, **COPY DF0:123/ABC TO DF0:789/ABC**
Easy or what!

WHEN I'M CLEANING WINDOWS

THE SCREENSHOTS BELOW ILLUSTRATE A COUPLE OF THE STAGES INVOLVED IN FORMATTING A DISK. HAVING SELECTED INITIALISE THE COMPUTER WILL ASK FOR THE WORKBENCH DISK, WHICH IT NEEDS IN ORDER TO RELOAD THE FORMATTING INSTRUCTIONS. IT WILL THEN ASK YOU FOR THE DISK TO BE FORMATTED, AFTER THAT IT'S SIMPLY A MATTER OF FOLLOWING THE ON-SCREEN INSTRUCTIONS.

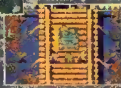
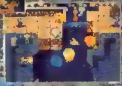


WAR ZONE



The year is 1999. World peace is being threatened by an unknown enemy force. You and your accomplices have been chosen to launch a full attack which will make you through your different strategies.

Your game consists of two players simultaneously or as a single player. The two players control armies, provide the instruction between each other, developing a new for teamwork in the "over the top" style of attack.



CORE
ENTERTAINMENT



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STARTING UP WITH STYLE

MESSAGES

With the advent of 16-bit graphics and sound, game intros have become progressively more elaborate and spectacular. For those of us who cannot program to save our lives, there seems to be little hope of ever producing demos of similar quality. But think again! There are a multitude of public domain utilities available that will allow even the least experienced users to create their own slick-looking intros. In the following pages we take a look at a few of the best, and talk about how you can use them to give your disks a face-lift.

STARTING OUT

Before we look at a few utilities in

detail, it may help if I explain a bit about the way disks are put together. When a computer is first switched on and a disk inserted in the internal drive (DF0:), the computer examines the disk in search of several important pieces of information. The first place it looks in its search is the boot block, but we'll talk a bit more about that later. After looking at the boot block, unless specifically told otherwise, the computer will look for a file called the startup-sequence. This file contains a list of instructions telling the computer what to do next. These instructions are stored on the disk as an ordinary text file. This means that they can be edited using any word processor or text editor that saves its data in ASCII format (most of them do). The computer expects to find the startup-sequence file in a directory called S. When it has found the file, it interprets it using the Command Line Interface (see previous feature for an explanation of directories and CLI). Because the computer looks to the startup-sequence to tell it what to do next, you can add your own instructions to it, or even create your own unique startup-sequence. By doing this, you can easily tell the computer to load extra programs, such as demos etc, to make your disk a bit more professional looking.

To make things a bit clearer, here's the startup-sequence for this month's extra coverdisk;

```
BORDER Off
PICSHOW Title
NOISEPLAYER P1
Modules/mod Space-Song
CLS
PICEND Title
RUN GET_SET_GO CUAmiga menu
```

That'll Do For Starters

In the early days of the Spectrum, games opened with a few strategically-placed words or a title. This went on for several years, until the evil-inventive guys from Ashby De-La-Zouch Ultimate, stunned Speccy games players with a stunning intro screen and a short tune. As can be expected, this "radical" new idea took the industry by storm, with practically every new game boasting an attractive screen. What's more they were beneficial to the software companies in so much that they could be used to surmise up tedious drivel in terms of actual gameplay, the opening screens to a game are pretty negligible, but they can also add atmosphere.

With a few animations or a stunning still image, a game's presentation can be increased ten-fold, and past pictures by the likes of Pete Lyon and Ian Harling prove this. Pete's title screen pictures are nothing short of stunning, and when he puts one together, he uses every piece of available memory and the Amiga's full array of colours. In addition, he makes sure that as many features of the actual game incorporated within his piece, and uses the extra memory to add a neat feel-to, say, a spaceescape. Film licences perhaps benefit the most from a title page, and when a game's graphics don't exactly resemble their hero, a movie-like atmosphere can be generated with the addition of a few digitised or completely redrawn scenes from the film.



Each line of the sequence represents a separate command, and as each of the lines is explained you'll see how simple it is to turn a boring disk into something altogether more exciting!

Now that you've had the mysteries of CLI explained, you're ready to create your very own stylish start-up sequence. Mat Broomfield is on hand to explain how it's done.



PLAY
HELLO! MY NAME IS
PLAYABLE DEMO- PLAYABLE DEMO
MOVING - BLASTING
i n t r o

STARTING UP WITH STYLE

1. The first command, **BORDER OFF**, switches the border off all CLI windows. This means that the computer can use the full size of the screen to display all future output.

2. **PICSHOW** Title forms one half of a pair of commands which display, and remove, IFF pictures from the screen. In our case, it displays a picture called Title, but you can make it load any picture you like by changing the word Title to the name of your own picture.

3. The third command is slightly more complicated because it not only loads a file (called mod.Space-Song, located in a directory called Modules), but it also features a variable (-P1). *Noiseplayer* is a utility that loads and plays *Protracker* music (*Protracker* is given away free on this month's coverdisk). Whilst it's wonderful to have a piece of music playing as part of an intro, some people may want to turn it off.

You may even need to turn the music off to conserve memory or processor time — as with our *Warzone* demo. This is where the variable -P1 comes in; there are six ways to turn a tune off once *Noiseplayer* has started playing it, but -P1 simply means stop playing when the left mouse button is pressed. See the *Protracker* introduction on page 148 to find out about other ways of stopping a song playing.

4. **CLS** is straightforward. It clears the current CLI window of anything that may be there. It doesn't wipe the screen that was displayed using the **PICSHOW** command.

5. **PICEND** Title is the twin of **PICSHOW**, except it removes the picture called Title instead of displaying it.

6. The final command, **RUN GET.SET.GOI CUAmigamenu**, actually loads a program called **GET.SET.GOI**. This program, in turn, loads a text file called **CUAmigamenu.GET.SET.GOI** is the program that creates the menu.

Continued on page 146



Stripes is a very flexible program that allows you to customise your CLI screens. And just to prove how easy it is to use, simply follow the instructions in the Disk 14 box below.



This is just one of the multitude of readily available and cheap utilities which will greatly enhance your routines. Smart, is it not?



Make your own demos by using the striping effect we're giving away free on coverdisk fourteen. ...



ON THE DISK

A list of routines in the C directory that will help you jazz up the most boring of disks.

ROUTINE	PARAMETERS	EFFECT
BIGCLI BORDER SHOWIZ	NDRE OR/OFF	Increases size of CLI window Removes CLI window border (filename). Loads an IFF screen called (filename) and displays it
STARS	NONE	Adds a starfield to the current CLI window
STRIFES	Type STRIFES 7 for parameters (filename)	See screenshot
PICSHOW		Loads and displays an IFF screen called (filename).
PICEND	(filename)	Removes screen displayed by the PICSHOW command.

WRITE YOUR OWN STARTUP SEQUENCE

Here's a handy ten-step guide to writing your own startup sequence.

1. Load *Workbench* and format a disk.
2. Open the CLI from *Workbench* and install your formatted disk using the **INSTALL** command.
3. Using the **MAKEDIR** command, make a new directory called **C**.
4. Using the **COPY** command copy the files that you want to include in your startup sequence from the **C** directory of our disk, to the **C** directory you've just created on your own.
5. Copy any additional files that will be needed for your intro, such as pictures, soundfiles, etc.
6. Create a directory called **S** on your disk.
7. Load up your favourite word processor or text editor. If you don't have one, you'll find *Minimac* on the Extras disk of *Workbench 1.3*, or *Netpad* on the main disk of *Workbench 1.2*.
8. Type the names of the routines and utilities you want your demo to include, adding any variables or extra file names as required. Remember that they'll load in the order you type them. Make sure that each command is on a separate line. Apart from anything else, this makes them easier to read.
9. Save your text file to disk using the file **S\STARTUP-SEQUENCE**.
10. That's it, you've just created your own intro!

TRICKS WITH TYPE

Using lettering creatively can be fun and easy. With a little help from Peter Lee you could soon be designing posters, letterheads and party invitations...

At the recent computer arts festival in Liverpool, the Amiga underlined its position at the forefront of the technical revolution sweeping through the art world. Commodore's best-selling machine provided the majority of the entries on show and has become firmly established as the machine for computer graphics.

With an ever-increasing range of impressive game intros, wonderful in-game animations, and the vast number of demos and slideshows an offer from various demo groups, the Amiga reigns supreme. Unfortunately, for the complete novice and six-stone graphic weaklings amongst us, such work can inspire a feeling of utter inadequacy and despondency.

Fear not! Although a fair degree of artistic talent is almost certainly necessary when using an arts package such as *DeluxePaint* or *Photon Paint*, it's equally important to develop a suitable technique for the medium and become familiar with the many different options that are available at the click of a button.

If you follow the simple steps and hints contained within this feature and the months to come, you, too, can produce top-quality work to rival the best. Just by using text and a few colours it's possible to 'knock up' some pretty nifty effects. Don't worry if all you have to work with are the fonts which came with your *Workbench* disk. Fonts such as *Topaz* and *Diamond* may not be gems, but, used in the right way, they can be just as effective as some of the more expensive fonts on the market.

A cheap source of additional fonts is available from PD libraries. These are exceptionally good value and will help put some punch into whatever you do. If

you really get hooked, colour fonts have been created by some softcos - choose from chrome-effect lettering, play-block type or even text set in stained glass windows for the zealots amongst you.

Many of the fonts on the market are aimed at professionals, such as video users and magazine designers. They're not much use to the hobbyist at home and are often expensive and of humungous proportions. Size is NOT important (I tell you!). Don't get caught out by buying giant fonts; you can only fit so many on screen at once. Aim to buy a large selection of smaller sized fonts for the best effects.

It's no good loading in any old font and typing away. A font has to be carefully selected to suit a specific task and evoke a certain mood or feeling. To illustrate this, and to give you some ideas for designing your own screens we'll take a party invitation as an example.

Making an eye-catching invitation means thinking of a gimmick and picking the right font for the job. Choose a typeface which reflects the kind of party you want to hold; usually this would be a light face which is stylish without being too formal. If you decide to hold an all-night headbanging session (not next door to me, please!) then you might use some thick-set, blocky fonts (no reflection on your intended guests, of course). The more laid back the party, the more casual the font.

Although an invitation has to contain certain information, such as where and when the party is going to take place, there's still space for you to include your own individual touches.

Using *DeluxePaint III* it's possible to hack around with a font and change its



TIPS

- Remember to use white as your background colour – this saves on ribbon wear.
- If your Amiga's memory allows, use at least medium resolution, to get smoother, neater fonts; plus the advantage of a better looking printout.
- Remember, if you change screen resolution, you lose the font you have in memory. Simply reload the font from within DPaint.
- Unless you held up spindly fonts, you can lose a lot of definition when it comes to printout. What you see on screen is NOT what you get on a standard 9-pin printer.
- Personalise invitations by individually printing your guest's name – you are going to print the invitations out separately anyway (unless you have access to a photocopier), and changing a name is no problem.
- If, however, the names are in a detailed style, customise the names all together and store them on the spare screen (keypress J), cutting and pasting between the spare and the printing screen as needed.

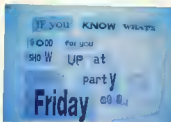
appearance. You can add a little pizzazz to some typefaces by making them italic, Typetacos with thin lines can be lost when printed out so it's usually a good idea to bold them up.

After you've typed in the text for your invitation it has to be captured as a brush. Press keyboard 'B' and drag out a box to include the text you want to work with. There are various tricks you can use to manipulate the text such as flipping the text in the Y plane to form a mirror image (keyboard 'Y') or rotating letters (keyboard 'Z'). These are fairly standard 'tricks of the trade', but there are many more tweaks you can pull out of the hat to capote even the most jaundiced of partygoers to venture out. The following list is nowhere near exhaustive, but will give you a few tips and hints for altering the basic font and provide ideas for further improvements.

SIMPLE BUT EFFECTIVE

Having cut out your text as a brush,

PRINTING TRIVIA The first book printed in English was the *Rucuyell* of the *Histroyes of Troye*, in 1474, printed by William Caxton. Caxton (1421-91), a merchant, was the first English printer. He printed a book on chess among the hundred or so he produced in his lifetime. In all his life he used just EIGHT fonts – the first of which he brought from Bruges, Belgium, where he lived for many years. He branched out with woodcut illustrations from 1480 – not so much clip art as chisel-art.



choose a darker shade as the background colour (by selecting the appropriate colour and clicking the right mouse button). Then, before placing the text back on screen, press the right mouse button to stamp down a shadow. Now move the original text brush slightly to give a 3D effect.

Another neat trick is a noon affect. This is obviously more effective with colour printers or on VDU displays, but interesting effects can also be achieved by using different shades of grey. First define a range of colours (black to white would do fine), and select the lightest list. Working down the range, select each colour (left mouse button) individually and outline your text brush (Key 'O') before each colour change. Shades of blue give a great fading intensity but this tends to lose its impact in a gray-scale dump.

A TAD MORE COMPLICATED

Use the brush of your text as the fill and wrap it onto any shape (access the fill options by clicking on the fill icon with the right mouse button). Using this method you can design any shape and then 'pour' in the text so it takes the form of the shape. This takes a lot of practice to perfect and not all fonts are suitable – experiment!

In a similar vein, you can make a brush of your text and wrap in onto a filled circle to imitate a pizza. By drawing in some cutlery you can make a real meal of the design!

NOT AS HARD AS IT SOUNDS

Making text look embossed is easy in practice but difficult to describe. It's simply a case of cutting out the text, painting it back onto the screen while moving the mouse slightly in all directions, and then moving the text over so slightly and pressing the right button to stamp through to the background. This leaves a subtle yet distinctive outline of the text. For a more striking version, use



Feeling Blue? A bit of creative lettering, and a witty caption could be all it needs to fill your house with rowdy friends and soulful music.



How about this for the epitome of rustic charm? A tasteful woodcut-style picture nicely contrasts with the bold simplicity of the typeface.



With an invitation like this, how could your guests possibly say no? Mmm, I can almost taste the soggy chips and mouldy burger.



This might be a stark invitation, but its elegant design and classy lettering help to ensure that it will be an eye-catching offer.

TRICKS WITH TYPE

two foreground colours of slightly different intensities and make the lighter one the highlight. This gives what's known as a bas-relief effect. To make the brush teke on a different foreground colour, press F2, and select your colour from the menu.

NOVEL APPROACH

Ransom demands are sometimes made out of cut out letters from old newspapers. This effect can be mimicked fairly easily with only half a dozen fonts. Type each word, place it onto a greyish rectangle (to simulate newsprint), and rotate a few of the letters for effect. If the fonts you have aren't really that big, you can make a brush out of the text and stretch it to any size you want.

As a finishing touch to the invite, an illustration can brighten things up. Try not to be too predictable. If you're using some clip-art (ready-drawn illustrations), boost them up with your own ideas.

While you may not think fonts are fun, what you can do with them is! Check out some of our own efforts to see what you can do, then improve on them! If you manage to come up with some really striking designs, send them into CU Towers and we'll print a selection of the best ones as well as sending the overall winner a super pile of free software.



THIS DISK

On this month's coverdisk, you'll find two great fonts for you to use in your own designs. They're called Basel and Blecksh, and you can find them in the fonts directory. *D-Point III* owners can simply load them in the usual way. *D-Point II* owners will have to use the instructions given in the box alongside this one. Whichever art package you use you can look forward to some great results using these professional-quality fonts to make your own invitations and posters.



Could this be an example of Picasso experimenting with his cubist period?



Use your imagination and your guests will be floating on air at the thought of your party.



A good eye, and a few modern designs are all it takes to create a really enticing invite.

HOW TO ASSIGN FONTS FOR D-POINT II USERS

If you have 2 drives - put your fonts disk in the second drive. Boot as normal with your Workbench disk. Before you start to run *D-Point II*:

- 1 Open up your Workbench disk icon and, depending on the version, you'll see either an icon labelled CLI or Shell in the new window.
- 2 Double click on this icon, and a window will open up.
- 3 Now type in the following:

C: ASSIGN FONTS: DISKNAME: DIRECTORY where diskname is either the name of the disk with your new fonts on it, or simply a drive name (i.e. DF1), and directory is the name of the directory where the fonts on your new disk are stored. This may well be called Fonts. If the fonts are not in any specific directory, but just stored on disk, miss out the directory part of the command.

EXAMPLES: c: assign fonts: df1: Fonts
c: assign fonts: Fontdisk large
c: assign fonts: df1:

- 4 Tidy things up by typing

C: ENDCLI
and the window will close. Load *D-Point II* as you would normally.

If you have 1 drive only - a few more steps,
1 Boot as normal with your Workbench disk
2 Open up the Workbench disk icon, and double click on the CLI or Shell icon (whichever is displayed)

- 3 Type in the following:

C: COPY C:ASSIGN RAM:
4 Wait for the file to be copied into RAM. Insert the disk containing your fonts into the drive.

- 5 Type:

RAM: ASSIGN FONTS: DFD: DIRECTORY where directory is the name of the directory where the fonts on your new disk are stored, or if in no specific directory, miss this out.

Examples: Ram: assign fonts: df0: Fonts
Ram: assign fonts: Fontdisk large
Ram: assign fonts: df0

- 6 Tidy things up now by typing

C: ENDCLI

Once the disk drive is quiet, carry on to load *D-Point II* as you would do normally, but be prepared for a few disk changes when you come to load in the font directory from *D-Point II*'s pull-down menu. *D-Point II* will first ask for Workbench then, after inserting that disk, you'll be asked for the disk you told the Amiga your fonts were located on. Insert this, and the fonts at your disposal are now the ones on your fonts disk.

* It doesn't matter if you use capital letters or not when typing out commands, but the colons (:) are vital.

THE GERM THAT ATE MY BRAIN!!!

GERM CRAZY

SEE!
it eat through
all major
organs

HEAR!
hysterical screams
of agony

FEEL!
completely
sick

starring
YOU
as the victim
of this
incredible
DISEASE



ST/Amiga

ELECTRONIC
ZOO

ELECTRONIC ZOO, Elliot Road, Love Lane Industrial Estate,
Cirencester, Glos. GL7 1YS (0285) 641541

Available now



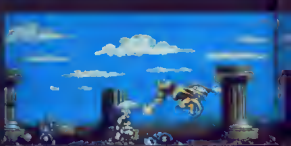
MYTH

It's been a year-and-a-half since Myth stormed the 8-bit world. Now System 3 are trying to repeat the game's success on the Amiga. Mark 'Bad case of Harples' Patterson was there to look at the game behind the myth...

THE MYTH OF MYTH *Myth's* plot revolves around a mad god, Dameron, using his divine intervention to wipe out the world by altering its past. As usual, only one man can save the world, and this time it's a barbarian, complete with headband and loin cloth. The hero has to journey through several mythological settings, solving puzzles and slaughtering several major-league bad guys such as the hideous Medusa and the gods of Valhalla.

The first three levels are divided into three subsections, and are either horizontal or multi-directional scrollers. The gameplay

changes drastically for the final level, evolving into a shoot 'em up where the barbarian goes one-on-one with Dameron. The second level is set inside an Egyptian pyramid, and, for this, the games style changes again, utilising a technique called banding. This is where the majority of the screen remains unused bar a small play area. Banding is usually used to generate atmosphere, though it does have technical advantages, too. The amount of unused screen space means routines run several times faster. Virgin used the same technique throughout their stylish

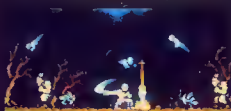


best 'em up, *Ninja Warriors*.

GOREZONE When a bad guy buys the farm it's like something out of a cheap horror flick. His head parts company with his shoulders, accompanied with a massive spray of blood, then bounces off the screen. This routine was originally used in *Palace's* *Barbarian*, which consequently resulted in the game being banned in some European countries. System

3 are obviously hoping a more liberal attitude has developed among the censors in the last few years.

Half a dozen different graphic artists have worked on *Myth* at one time or another during the last eighteen months, predominantly using *DPaint 3* in sixteen-colour mode to design and animate all the characters. To give the game a more console feel the cast have been drawn in a short, stocky





Inspiration for the game's merry hideous creatures came from classic fantasy films such as *Clash of the Titans* and the *Sinbad* series of movies.



Within the Greek stage our beefy hero encounters Ray Harryhausen-style Golems and Skeletons that crawl out of the ground. Watch out, also, for kamikaze Harpies and Medusa with her stone-stare.



WELL MYTHED The myths of the Greeks were a way of explaining the mysterious of the unknown world. And some pretty strange ideas they had, too! For example, they thought the world was supported by a giant tortoise, which carried the weight of the world on its shell. This was also the explanation given for the slow, almost painful walk of the poor old tortoise and its wrinkled complexion!

Greek mythology was very involved with the doings of the gods and goddesses, who behaved in similar ways to humans, unlike the later God of Christianity. The numerous exploits of the gods were well-documented. They were particularly fond of changing their shape when in pursuit of the object of their desire. Strange manifestations of showers of gold, buffe, and birds of prey were often the cause of unexplained pregnancies!

Japanese style and have been given speed lines to emphasise movements such as sword slashes. In addition, the programmers have also tried to include a number of special effects such as stroboscopic lighting to accompany the Viking longship on the third level, and a huge devil on the first stage which rises from boiling magma and opens its hand to reveal a smaller demon.

CLIQUE: Disk one is taken up with an intro sequence, which shows the barbarian being told of the world's plight by a scanty-clad maiden. The programmers are particularly pleased with the piano samples used on this section, claiming that they're the clearest yet on the Amiga. The sample bank also contains a generous amount of screams and squeals to complement the hack'n' slash graphics. There's also a neat end-of-game finale should

the player manage to rid the world of the assorted nasties.

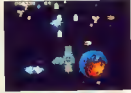
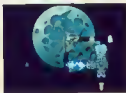
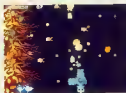
The puzzles will centre around the main mythological characters, with a 'use an object to gain an object' system. By performing certain tasks the hero can collect various items to help rout one of the main characters. Most of the time the puzzles will be straightforward, but there's the occasional brain teaser thrown in to complicate things. Not all the characters are bad, some are there to offer a helping hand, although they're only activated on completion of a certain task.

Myth has been in development for 18 months and has had creative input from many of Syntex 3's programmers past and present. What this has created is a game which is slightly like *Gods* in appearance, yet contains many additional features which should silence critics who might claim it's nothing more than a rip-off. Tune in next month for a full review.



Battle-scarred with his various limbs blown off in combat, Steve "Legless" Merrett hops into the hotseat of Core's new shoot 'em up.

FRENETIC



(Above) Power-ups include enhanced lasers and three-way-firing guns, and can be collected after shooting certain types of enemy sprite. Dying, though, relieves you of your goodies.

(Left) The game's backdrops change from hi-tech cityscapes to organic wastelands, and the aliens within are designed to keep in with each theme. In addition, the organic levels contain aliens which, when blown, open reveal bullet-spewing young which also have to be destroyed. And waiting at the end of each stage is a massive guardian.

Story & Premise With *Car-Vup* and *Chuck Rock* under their respective belts, Rob Toones and graphic artist Lee Pullen's next project is a vertically-scrolling blaster which lifts ideas from past shoot 'em ups and, in particular, *The Bitmap's Xenon II*. Set over eight long levels, *Frenetic* features a variety of space-based and organic-looking levels which contain all manner of strange mutants and enemy fleets. With or without the aid of the game's negligible scenario, the player is set the task of cutting a swathe through these many creatures whilst avoiding their flak and destroying any ground-based installations. Hardly original stuff, but Core realise that their game borrows from a great number of others, including the aforementioned *Xenon II*, and make no apolo-

gies for it. "As with *Warzone*, there's no way *Frenetic* can be classed as original, but our intention from the start was to make it the best of its type," says Core big cheese, Jeremy Smith.

Art & Gameplay *Frenetic* is a member of the old school of shoot 'em ups and combines vicious attack waves with dozens of bolt-on weapons. Rob started work on the project a couple of weeks after he had *Car-Vup* in the bag, and began to bash out a scrolling routine. With the system up and running, Lee was pulled in to provide the graphics and a series of backdrop styles were decided on. The game takes place both in space and over a series of planet surfaces and the backdrops for each were designed on an ST running OCP's Art Studio and were

pieced together using the package's map-building utilities. They are then ported into a SnaRM-based PC and incorporated into the main code, for testing and bug

spotting, and the enemy sprites are overlaid in their respective attack waves. Lined up for a June release, we'll be reviewing *Frenetic* within the next two issues.

BLASTING THE OPPOSITION

It seems that a lot of games are heading back to their roots, with Bomark's *Space Invaders '91* and Core's own *Warzone* heading down previously used avenues. Obviously, this is no new thing, and developers have been using the same old ideas over and over again for years, but why the recent revival of the very old ideas? Perhaps it harkens back to the rose-coloured days that so many nostalgic games players took back on and sigh. Actually, going back to each genre's origins isn't a bad thing, after all there are a lot of old games that never appeared on the Amiga, and starting from scratch, only with vastly improved graphics and deeper gameplay, can only mean simpler but addictive games. Perhaps, then, the Amiga is set to attack the consoles at long last...

STRATEGY...REALITY...

MEGATRAVELLER! THE ZHODANI CONSPIRACY

Heralded the American computer role-playing game of the year!

Based on
Megatraveller by
Game Designers
Workshop, the
world's most
popular science-
fiction gaming
system.

The most sophisticated
character generation
system ever devised:
five military classes,
more than seventy
talents and
abilities. Allows
player to control
character development
through five services: Army, Navy,
Marines, Merchants and Scouts.

Twenty-eight planets and
satellites to explore in eight
systems filled with exciting
puzzles, dangerous subjects and
interesting characters to
encounter

"Megatraveller 1 is one of the best
science-fiction role-playing
games ever for the computer"

"Megatraveller 1, a game that
truly warrants the highest level of
praise, the attention to
detail makes it
exceptional"

(Quoted: Robert Scott
Dragon magazine US and
Quest Hunter magazine US)
Amiga and ST implementations
by SteveH Green

TAKES SCIENCE FICTION ROLE-PLAYING LIGHT YEARS FORWARD

TEAM YANKEE

The
no. 1 best
selling book has now
turned
into the no. 1 best
selling game

Team Yankee is the definitive action simulation of modern tank warfare.
Team Yankee - the critics' choice!
Team Yankee is designed to test your leadership and tactical skills to the
quick

AMIGA FORMAT

Team Yankee presents a game,
in a sims clothing, which when
dealing with tanks has to be the
perfect approach!

ACE

The blend of thought and
reflexes required to play Team
Yankee is exactly right!

ST FORMAT

Hunting the Red Bear has never
been so much fun!
You won't be able to tear yourself
away from Team Yankee!

STRATEGY PLUS

This is a game and a half!
The use of four screens in
one is simply brilliant - at
times it's almost like
playing on four
computers at once!
I quickly found
myself hooked on a
genre of game
which previously
held no interest

AMIGA ACTION

The tanks have been superbly
animated, with great attention to detail!
This has to be a must for everyone!

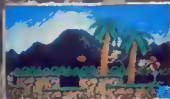
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PREHISTO

Our French friends at Titus are set to take us back to the era of dinosaurs and bad B-Movies as they attempt to crack the success of Mario. Steve 'Primitive' Merrett went along for the ride.

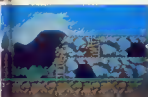
Quite why Nintendo's little Italian plumber is so successful remains a much-shrouded mystery. After all, his adventures across the many scrolling levels of the four Mario titles have been little more than glorified platform romps, yet their many secret bonuses and features, along with the typically exceptional Japanese presentation, have made the little plumber a legend in his own lifetime. With his success so apparent, it is obvious that a great many

contenders to the throne will emerge, and the likes of Apprentice, Terry's Big Adventure and the like have all come and gone in an attempt to take the Mario series' title of the ultimate platform epic. What's more, on the only occasion that someone does match Mario's success with a near perfect Amiga clone - Timewarp Production's Great Giana Sisters - Nintendo decided that it was a little too close and consequently used their considerable power to have

the game shelved. However, undaunted, our gallic chums at Titus are currently adding the finishing touches to a game which they hope could attain the same following as Nintendo's million-selling hero.

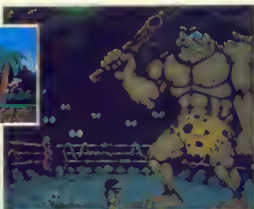
FOOD GLORIOS 1994 As can be gleaned from the title, Prehstork is set in the dark and distant days of when dinosaurs ruled the Earth. Despite the history books suggesting that homo sapiens won't appear for another

few million years (give or take a few months), Prehstork's titular cutesy hero is a slouching Neanderthal whose only aim in life is to fill his stomach with as much food as possible. Obviously, sharing a world with some of the most dangerous creatures ever to have roamed the planet is a hazardous business. Unless he is very careful it will be him who ends up on the menu. Prehstork's quest for grub takes him across a series of barren wastelands, each of



JUMPING WITH JOY...

Putting your finger on just what it is that makes the Mario series of games so successful is extremely hard. Is it the massive game task it offers or the fact that it is so user-friendly? Or is it just because it takes the genre one step further than any platform game before? Quite what it is remains a mystery, but many companies have tried to emulate it. And the ones that have come closest to succeeding are the ones that have kept it simple. None of the Mario games are particularly original, and they all follow the same basic idea, it's just that so much is crammed into what could be a very limited idea. *Prehysterik* alone to mimic this, and whilst it too, features a very simple game premise, Titus are confident that they have crammed in enough features to keep it interesting and varied.



Prehstorik comes up against one of the game's larger opponents. Set in a boxing ring, these opponents provide a breather from the usual platform sequences, but are considerably harder to complete.



The enemy appear from within their caves or from similar bolt-holes, and every time they come into contact with our loincloth-wearing hero, he is surrounded by a light aura which indicates a loss of energy.

ORLIK



which are inhabited by all manner of cartoon-style reptiles and carnivores who pail of them mindlessly. Starting on the outskirts of his tribe's village, he must make his way through the flick-



Attempting to cross the fish-infested waters, a platform sequence must be completed



screen play, bashing any attackers with his club and avoiding contact with the deadly creatures. *Prehysterik* begins the game with three lives in tow, the length of which is governed by an energy bar which is reduced every time the chaotic cave-man bumps into his prospective lunch. However, on clubbing a creature to death, they promptly change into a bonus-giving bone or steak, which add to his score or energy respectively.

As he progresses through each stage, the backdrops and creatures change to reflect the surrounding environment

Standing between him and a satiated appetite are the icy wastes of Antarctica, the dense foliage of the tropical rain forests, and a series of underground caves. Each contains larger and more varied assailants who require more and more hits before they slay dead. In addition, breaking up the route are a handful of larger creatures - including a massive *Tyrannosaurus Rex* and a rampaging *Triceratops* - and these must be defeated before his adventures can continue. On the whole, *Prehysterik* is a nimble chap who can be made to run, jump and club via the usual joystick movements and fire-

button combinations. The main bulk of the game involves the clubbing of said creatures, but is also broken up by a series of platforms and similar problems which, if negotiated badly, result in the instant loss of one of his lives.

Work on *Prehysterik* is nearing completion, with the game up and running and about to be translated into English, and there are a few graphics to be tweaked, too. In the last few months, it has been scooping rave reviews overseas for its similarity to the aforementioned Mario series. *Prehysterik* will be reviewed next issue, so stay tuned to see how it fares



Even at this early stage, the conversion is looking extremely good. In addition, Ronald and company are adding many novel features not in the original



RODL

With SWIV currently selling like hot-cakes, Storm are set to follow up its success with the long-awaited conversion of Rodland.

Steve 'Cutey-Pie' Merrett goes all silly and joins in the fun...

IN THE BEGINNING Another in the seemingly never-ending line of cutesy Japanese coin-ops, Jaleco's *Rodland* has been extracting money from the pockets of arcade-goers since its release in April 1990. Originally sporting the less than catchy title of *T&J*, *Rodland* stars two little pixie-like characters whose mum has been kidnapped by the oddy-named Maboot. Whether or not the unnamed sprites are male or female is left to the player's imagination, but what follows is an orgy of cuteness as the two heroes (heroines?) bash their way through the game's 30+ levels, armed only with a big rod (hence the title).

The licence to convert

Rodland was actually signed to development house, The Sales Curve, over a year and a half ago when the coin-op was nearing the end of its development period. At the same time, the Sales Curve signed up conversions rights to *Big Run*, *Double Dragon III*, and announced the unofficial *Silkworm* sequel, *SWIV*. Together these titles provided the necessary big-name lilies to allow the company to go it alone as a full-time publisher under the new monicker of Storm.

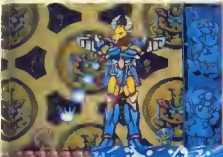
The team currently talking to convert all the features and cute touches of the coin-

op are Ronald Piekot Weeselk, John Croudy, and Ned Landon, who started as soon as they had *SWIV* in the bag. Although *Rodland*'s gameplay and graphics are simpler than those of the impressive blaster, the conversion was just as tricky to pull off. 'When looking at the basic source code for the sprite routines, whilst the characters don't perform as many moves as, say, the fighters in *Double Dragon III*, they still have to run up and down ladders,' intones Storm's big cheese, Dan Marchant. 'This, coupled with the animations for the enemy sprites, takes up as much time as the intricacies of a beat

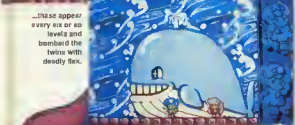
'em up or e racing game.'

Although the basic premise behind the game is original, *Rodland*'s graphical style and a few of its gameplay ideas are similar to the likes of *Bubble Bobble* and *New Zealand Story*. A one or two-player mission, the game is split into a series of linked screens, each of which contains a number of platforms and ladders. Scattered on top of these platforms are several items of fruit, whilst all manner of strange creatures, ranging from inflatable lobsters to cute sharks, wander aimlessly about. Avoiding these deadly rubber monsters and their marauding buddies, the twins must collect every piece of fruit within





A mock up of two of the games mid-level guardians...



These appear every six or so levels and bombard the twins with deadly flak.



IND

Sweet And Sickly...

The Japanese are a funny lot. In all the cutsey games they have ever produced (including the likes of *New Zealand Story*, *Bubbie Bubble*, *Rainbow Islands*, et al), the heroes are instantly appealing (with the exception of the sickening Tiki the bleedin' Kiwi in *NZS*), the associated nasties are of eternal loveliness. In addition, the games are also extremely simple in concept. Take *Rainbow Islands*, for example. It is just a basic platform romp, with a series of nasties thrown in for good measure, but somehow it has attained the status of a classic. The reason for this is the aforementioned simplicity, coupled with the novel aesthetics and ideas implemented within them. After all, would *NZS* be so appealing if all the Kiwis, luddies and wainies had been replaced with soldiers and end-of-level tanks? Or if *Bob And Bob* were blowing up monsters with grenades? Probably not. Whether it's because we can't stand to see anything cute die whereas we couldn't give a toss about a handful of soldiers, I don't know, but I think that it probably has something to do with making the game appeal to all the family. Whatever it is, it certainly works so perhaps our Eastern charts can afford to be funny.



the screen before they can exit to the next. This seemingly simple task is made harder with the advent of disintegrating ladders and even more manic creatures, not to mention the occasional appearance of a larger guardian. When it came to assistance, Storm found that Jaleco were extremely helpful. As well as supplying notation on the in-game logic and the bare bones of the code, the Japanese coin-op manufacturer also sent several disks detailing the broken down components that make up the intricate backdrops. Unfortunately, on arrival, it was found that these individual blocks were so small that they were effectively useless, meaning that Ned then had to recreate each backdrop by hand - a laborious and time consuming task!

On the sprite front, though, things were considerably easier. Although serious work on *Rodland* has only been going on for just over a month, the graphics were ported over from the coin-op board via a PC and eventually into IFF format months ago. Once

Rodland's graphics were ported over and completed during SWIV's development.



transferred, all that was required was for Ned to recolour them into the used palette, and they were then ready for use. Meanwhile, Ronald, assisted by John, began work on the skeleton of the game's coding using their trusty PC running Realtime's much-used

Snasm. So far, the very basic logic systems are up and running, with Ned's screen inhibited by a series of extremely dim creatures. However, when the conversion is complete, the team are confident that, if anything, their nasties will be even more intelligent than their

coin-op cousins. Until then, though, there's over three or four months work before it hits our screens in September. Could this be the ultimate cutsey conversion? 'You bet' is the vigorous answer from Dan Marchant. Stay tuned and we'll let you know.



THE CU COLLECTION

ON YOUR DISK

Not content
with making

this issue the best to date, the CU Collection has been suitably expanded and is now full to the brim with all manner of hot games and useful utilities. First and foremost, we are proud to present you with yet another full-price game – the Screenstar-awarded **Gravity** – and this is backed up with a strong line up of **Core's Warzone** and **the Boulderdash**-inspired **Cave Runner**. Not to mention a wealth of useful utilities, such as **Protracker**, **BIG CLI**, and **Stars and Stripes**.

GRAVITY

Ever since Newton bruised a perfectly good Golden Delicious by bouncing it off his head, man has been fascinated by gravity. Even in the year 2320, man hasn't mastered its intricacies, but it is soon destined to play a key role in his forthcoming battle with the murderous Outies...

Stardate 01.2321...

Quite where the Outies came from nobody knows, but their thirst for the energy needed to power their craft has left countless planets bled dry. Their penchant is for sapping the very essence from black holes, and they are currently attempting to turn one of your home colonies nova. Unless you can do it to them before they do it to you, then the known universe is going to be thrown into the centre of the chaotic abyss. Thus, every one of the Outies must be taken out, and you can only rest once you have entered their settlement and turned their black hole power source back into a sun.

The game is set within a small section of the Milky Way, which, in turn, is made up of 128 randomly-created solar systems. This massive play area must be explored thoroughly and colonised as you do so. The colonists can then be used to create further supplies for the main gameplay task. The principal craft under the player's control is the Hawking scouter, but via a series of icons (see later)

another fifteen ships can be navigated and controlled.

Controlling Your Fleet

Gravity is a predominantly mouse-controlled game, and its many options are accessed via double clicking on the required icon. The bare bones of the game are made up of a series of windows, each of which contain relevant information on the current going-on, and can be opened and closed in the same fashion as those of an ordinary

workbench menu (ie clicking in the top-left corner to close an opened window). The main play area is broken up into a series of key options which surround the main play area, and these are:

1. **The Long Range Radar.** The shades of colour represent the strength of the surrounding gravity. Blue is the colour to watch out for as it indicates a black hole, whilst grey and green represent suns and planets respectively.

2. **The Ship's Computer.** Double-clicking on this icon opens up a series of game options which allow you to save your current position, review your orders or buy new equipment. It also allows you to change key game options (not recommended for beginners), and program your drone ships.

3. **Star Drives.** A choice of five propulsion systems are available, and each is selected with a single click on the

required panel. Ion drive gives low but consistent acceleration, and is useful as

THE EXTRAS:

THE WEAPONRY

Selected from another window, the ships are armed with four categories of weapon style:

Energy Weapons, which comprise lasers, a nova gun, and a missile cannon.

Missiles, which must be selected and placed into an empty weapon block before firing, and of which there are eight styles: Fusion (standard), Disrupter (penetrates a gravity well), Gravity (tears anything within it apart), Short burst (limited thrust), Constant Acceleration (goes on until it hits something), Free Flight (gravity in the direction launched), Homing, Contact (touch explosives), and Timed.

DEFENCE SYSTEMS

Again, selected from another window, these provide essential protection from the Outies. Outies are pre-programmed and are used to confuse the enemy and must be selected and put in an empty slot for use. In addition, the Black Glider Generator projects a protective barrier around the ship – but not for long.

CU goes gamescrazy with its latest jam-packed disks. This month we've got a sizzling full-price game to give away – Mirrorsoft's stunning sci-fi strategy shoot 'em up!! Released last year, we gave the game a high-scoring mark of 89% and a Screenstar! Play on...



a back-up drive. Lightsail has the advantage of requiring no internal power, and uses the solar winds to propel it along. The Bussard Ramjet is extremely common and uses its magnetic field to gather hydrogen which its fusos for critical mass. The Orion System uses a series of bombs which are detonated and the thrust generated into power. The Gravitic Warper is the powerhouse of drive systems and although it isn't especially

reliable, it is first and useful for tricky spots.

For long range jumps, the Collapsar Jump is particularly useful for chasing Outies to their home zones. Basically, the ship is dematerialised and reformatted in its desired position, without the hassle or tedium of travel.

4 The Grid. Basically, this is a computer-generated version of the space around you – known as Einstein-Minkowski Four-Space. The plane of the grid represents the three spatial dimensions (X, Y, and Z) and all the surrounding planets and stars can be seen here and are recognisable by their

colours – for example, green and red stars are obviously green and red, whilst blue stars are dark blue. On the planet front, a Terran sphere is cyan, a rocky planet brown, and a gas giant magenta.

5 Damage Indicators. Shows a 3D image of your craft, and any damaged sec-

These are split into four basic units: A Colony Module, the Cygnus and Genesis units, and a Remote Engineering Device. An inventory of your terraforming capabilities can be selected by clicking on the 'I', and this opens a scrolling window from which the required module can be selected.

The Colony Module is all you need to colonise a planet, and your ship carries four to begin with. The Cygnus forms a Collapsar from any sun or gas giant, but as you only have one, use it wisely! The Remote Engineering Droid (RED) is instrumental in the collapse of the Outies regime, and can be

ANYTHING ELSE

Information on the specific Outie ships can be found within the game, and describes key members of the mysterious species. As a rule, it is recommended that the novice player learn the control settings as they are. There are a series of missions within the game – keep your eyes peeled. Launch droids to take out the Outies if you are on a mission. Always explore the outer borders to keep an eye on the Outies' movements. The programming of the droids is performed using a language called COL. This is fairly self-explanatory, and the individual commands can be selected and chosen using the mouse. The controls are: Orbit, H, Fire, Hold, Approach, Lock, Fire, Mode, On, Enfile, Exit, Rep, Goto, and Land, and each must be followed by course settings before they will work.

tions of the ship are shown glowing red. Most damage is self-repairing, but for the likes of the drives and defence systems, along with the weaponry, these must be replaced on visiting a stockist.

6 The Holotank. This gives a strategic display of the arm of the galaxy you are currently in, and allows you to gain info on key areas and the star systems within.

7. Radar Selection. See individual radar sections.

8. Tools. Used for colonising and terraforming the many planets within the system.

programmed for the task of turning their black hole back into a sun. You begin the missions armed with six REDs. As in the film Star Trek II: The Wrath of Khan, the Genesis Device is used to turn previously barren and inhospitable planets into lush, inhabitable paradises.

Finally, further additions can be made by buying equipment from one of the many colonies within the play area. The necessary money is collected through battle, with pounds given for every hit you sink home



LOADING Inserting the Gravity disk into the Armie will prompt it to auto-boot, whilst the second disk will unfold its many contents via an option screen. The mouse pointer is used to select which of the droids or utilities you wish to load, or, alternatively, the relevant 'F' keys can be used. Once chosen, the utility or droid will then auto-load.

THE CU COLLECTION

9 Ship Status. Shows ship time, real time, your current location, battle data, elapsed time and nominal status. In addition, any other relevant info regarding your sixteen ships can be found here. Cycle through each of the options by clicking on either of the display keyboards.

10 Short Range Radar. Used primarily for combat purposes, this shows you what is in the immediate vicinity and displays the surrounding area as a grid.

ROSS GOODLEY

Gravity is the brainchild of Ross Goodley, whose fascination by gravity prompted him to write the game. From the start he was adamant that it wouldn't be just another shoot 'em up. In all, *Gravity* was in development for a year, and although the basis of the game was decided relatively early on Ross's main problem was how to present the game onscreen. After *Gravity*, he started work on a series of 3D routines, and these have now evolved into his next game, *Drop Soldier*.

Combining a realistic 3D environment with RPG-style gameplay, *Drop Soldier* has been pencilled in for a November release, and Ross is hoping to make it his biggest game yet. Starting as a 1st rank soldier, the game sets the player a series of night and day missions where a series of objectives must be taken out or captured. In addition, Ross is incorporating a modem link-up option where he hopes up to 16 players will be able to participate in one large mission.



WARZONE

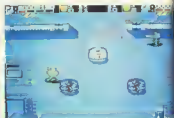


Fans of warren death and destruction are more than catered for as we proudly present a massive section of Core Designs vertically-scrolling blaster, *Warzone*. The final game is played over eight massive stages, and we can exclusively present you with a lengthy taster of what to expect. The game is an *Akan Warriors*-based shoot 'em up which can be played by one or two players, and the basic aim of the final version and our demo is to jump up the screen, killing anyone who gets in your way and avoiding both the enemy soldiers and their ilk.

Our section is lifted from the second level and is set within the enemy's fortified base. The joystick is used to guide the two main sprites across the deadly terrain, with the firebutton prompting a short burst from whatever weapons they are holding. Initially the two soldiers are armed with a small rifle, but along the way small metallic crates can be shot and their more effective contents collected. Among the weapons available is a flame-thrower, a grenade launcher and a very rare missile launcher which

sends a series of homing missiles towards their moving targets. In addition, each of these weapons can have its effectiveness and potency upgraded up to four times. This is reflected in the number of shots a weapon fires at once, and also reduces the number of hits it takes to wipe out each enemy soldier or installation. However, should either of the two guerrillas get hit by the plentiful enemy fire, the last enhancement is lost, as is the weapon when the player is killed.

The enemy appears in many shapes or forms, and range from footsoldiers to ground emplacements which can only be taken out with grenades or an upgraded weapon. Both the characters can withstand up to three hits from the enemy, but any more than this results in the loss of one of their three lives. At the end of each level it's a race-off against an end-of-level guardian or station. Happy blasting!



CAVE RUNNER

Fans of First Star's classic *Boulderdash* are well catered for as we present an updated version of the old fave. Controlling a rotund cave



mole, the player has been set the task of clearing a number of screens of their valuable booty. These gems lie scattered throughout the scrolling stages, and must be collected within a set time-limit. However, a series of strategically-placed boulders are in the way, and must be negotiated so that they don't crush our little fat hero. Add to this confusion bombs, insects and other deadly miscreants, and you have a real brain and reflex stretcher.

WON'T LOAD

In the rare occurrence that your disks don't load, try removing any external drives or cartridges before reloading. If this still fails, then pop the disk into an envelope and address it to: CU Disk Returns, PC Wise, Merthyr Industrial Park, Pontneirbach, Mid Glamorgan, CF46 4DR.

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AND NOW...

TEN GAMES THAT WE REALLY REALLY WANT TO SEE...

1. Impossible Mission II
2. Willy Needs The Taxman (Jet Set Willy II)
3. Starquake II
4. Bionic Commando II
5. Elsie II
6. Rocket Ranger II
7. Something Else Came From The Desert
8. Kick Off III
9. Thing On A Spring II
10. Gribble's Day Out II



Cinemaware's classic Nazi beat 'em up, *Rocket Ranger*. A game just crying out for a sequel.



Meek Guy's new lecherous editor and full-time Derek Griffith lookalike, Mel Broomfield. Mel Bete his hobbies as grave-robbing and eating.

FIVE YEARS AGO...

Virgin gets cash boost from Emerson and buys New Generation and Leisure Genus.
Commodore sell their Corby factory.
CRL's ill-fated Tubular Bells light show appears.
Reviews of *Spindizzy Starquake* (soldier) and *Leaderboard* (Steve Merrett worked in a computer shop at this time, and reckons it was a golden age for games).

Smutty Software

Ten games with dubious content!

1. North And South - Click on the photographer's butt, and hear him giggle!
2. Dynamite Dix - Type in the word NUDE for the game equivalent of H&E
3. The Kristal - If Dondie is left alone for too long, he drops his cacks
4. Viz - Nuff said
5. Defender Of The Crown - Medieval banking, armist and all!
6. Lesnre Sell Larry Series - The perils of the single life. 'Nuff said again
7. IK+ - Complete with moaning fighters
8. Insects In Space - Put some clothes on, that woman!
9. Barbarian I and II - An early version had Ms. Whittaker running around nucid
10. Bar Games - With the wet T-shirt sub-game

What The Team Are Playing This Month...

Steve James: Search For The King, Trial By Fire, Beast Busters
Dan Shingaby: Drip (PD Game), Cave Runner (PD Again), Das Boot
Steve Merrett: Beast Busters, Navy Seals, Werzone
Mark Patterson: Mega Traveller, Bard's Tale III, The Famous Five
Andy Sawicki: Doctors And Nurses, Search For The King
Fiona Keating: R-Type 2, Cohort, Mega Traveller

AMIGA TOP TEN GAMES

1. Fantasy World Dizzy
2. Lommings
3. PGA Your Golf
4. Speedball 2
5. Gods
6. SWIV
7. Final Whistle
8. Little Puff
9. Treasure Island Dizzy
10. Viz

Codemasters
Psygnosis
Electronic Arts
Mirrorsoft
Ransgade
Storm
Anco
Codemasters
Codemasters
Virgin Games

VIDEO VIEW

CAPTAIN AMERICA

20/20
Available on Rent Now

We've had the video excursion of The Flash, and now it's Captain America's turn to hit our small screens - or will we be hitting our fast forward buttons? Matt Salinger plays the eponymous hero, and his favourite country is under threat from the Nazi-loving Red Skull - whose evil SS intentions make Hitler's seem like a walk in the park. The Skull has impregnated a series of missiles on the White House, and ended within the explosive nose cone is a deadly virus which will eradicate all local life within minutes. As the silly story unfolds, the good Cap ends up strapped to the missile as it's launched, and causes it to misfire and land in Antarctica. 50 years on from this impromptu break, Cap reappears as does - no surprises here - the



thwarted Red Skull. Not exactly taxing stuff, but adequate fare for super-hero and comic book fans alike.

FACE OF FEAR

Warner
Available on Rent Now

I have a nasty feeling that I'll soon get seen by that many people, which is a pity as it's far better than most of the drache-to-video tat out at present. TV's Matt Houston (AKA Lee Horsley) stars as an editor of a climbing magazine who suffers from what may be a slight problem considering his chosen career - he's afraid of heights! Also, adding to his insurmountable (boom boom) problems, he's also psychically linked to a murdering serial killer. Within his mind's eye, he can see the exact method the killer uses on his victims, so to try and keep his mind off it he starts to work all hours - until, in a scene similar to that of Die Hard, a group of killers break in and chase the hero and his girlfriend to the top of the building - killing anyone who gets in their way. Thus, the vertigo-suffering hero must beat his fear and the bad guys. A fast paced thriller, Face Of Fear is well worth a watch.

TEN GOOD LICENCES THAT WERE MADE INTO DUFF GAMES

- 1 **Laurel And Hardy - CRL**
- 2 **The Rocky Horror Shew - CRL**
- 3 **Judge Dredd - Virgin (Twice!)**
- 4 **Eastenders - Britannia**
- 5 **The Archers - Britannia**
- 6 **Friday The 13th - Demark**
- 7 **The Evil Dead - Palace**
- 8 **Street Hawk - Ocean**
- 9 **Battle Of The Planets - Microgen**
- 10 **The Punisher - The Edge**



Gratuitous use of photos (1 in a series of 700). Tom Glevister's method for meeting foxy chicks

THESE ARE A FEW OF OUR FAVOURITE THINGS...

Steve James: Bird's Trifle, Fags, gallons of Snakebites, health farms, his Geoff Love war movie soundtrack LP, and his Fez.

Dan Slingsky: His Barbie collection, Sherbert Fountain, his record collection, a limited edition Co-Op Father Christmas money box, his World League sweat top, and Nottingham Forest

Mark Patterson: His guitars, McDonalds, his orange tanktops, Foreign Lager, and his collection of Bod videos.

Steve Merrett: His Doctor Who and Horror videos, Kentucky Fried Chicken, his incontinence pants, his Fangoria magazines, and his bed.

Matt Broomfield: His cuddly Garfield, studded leather undies, a collection of Terry Pratchett books, his music collection, and his collection of bus timetables.

Floen Keeting: A signed picture of Valerie Singleton, her Chasney Hawkes LP, a copy of Valerie Solanas' SCUM manifesto, and her 1965 Beezer annual.

Andy Bewick: Matt black Zippo lighter, a Village People LP, his Elvis clock/mirror, and a sticky Ninja Turtle for his car

Bomzi Salih: Her Demis Roussos records, kebabs, and her unicycle.

Tom Glenister: Grow It Big cream, Caroline Wood (phwoooooeeer!), his XR2i, his blow up Paula Abdul, and anything to do with planes.

David Corrie: Courgettes, his used raffle ticket collection, The Freak Brothers comics, Vodka enemas, and his bendy Count Duckula.



Quits why Steve James and Mark Patterson sob uncontrollably without their Star Trek chess pieces and 'lacey glitter is quits beyond us

REPOSSESSED

Griffith

Available to Rent Now

After her starring role in the first two Exorcist films, Linda Blair's career took a massive turn for the worst. Now, though, assisted by Airplane! veteran Leslie Nielsen, she is back in the spoof of the popular horror classic. When you bare in mind what the writers of

Airplane! achieved in their two spoofs, the Exorcist films offer tremendous opportunities for the same visual and one-line humour. Blair is once again a woman possessed, and



Nielsen is Father Mayk (yes, of course you can!) who has been sent to exorcise her. In addition, Ned Beatty (who also appears in Captain America) is a TV evangelist out to exploit the possession for all it's worth. The usual jokes make an appearance, but the whole film is a missed opportunity, with very little to redeem it. The pee soup does make an appearance, but, in the end, this one doesn't stand the Devil's chance...

HOWLING VI

Palace

Available to Rent Now

Blewing the Halloween series in terms of sequels and rapidly catching up with the Friday The 13th saga, this, the sixth, in the long line of Howling films is every bit as bad as the last four films. Joe Dante's original was a brilliant werewolf film, and the sequels have gone off it a tangent with very weak stories which have nothing to do with the original. Using the well-worn idea of a truck

circus. Howling VI centres around the last remaining werewolf and his battle with the freak owner who killed his family. Needless to say, the FX are ropey, the story dull and the film best avoided.



A fine example of the utterly crap special effects in the Howling 6.

AND NOW...

JUST A LITTLE BLUE FOR YOU

Things We Did Last Summer is the title of a sixty minute video featuring the Blues Brothers. Considering the reputation of the gruesome twosome, it is surprising if they can remember anything at all! The film contains unreleased footage of Dan Aykroyd and John Belushi performing their anarchic and wild routine live on stage. If that isn't enough to tempt you, then there are also comedy sketches from Bill Murray.

A STUN OF A GUN

OK, so you've got the Mr Spock friends and under gone plastic surgery for those cute pointed ears. What more is there to life? The special scope treatment that no self-respecting Trekker should be without. An original 60s phaser gun from probably the best sci-fi cult TV series. It recently fetched an auction price of more than £4,000 at Christie's. A small sum to pay for being able to stand in front of the mirror and repeat Captain Kirk's immortal line, phasers on stun, gentlemen.



THE TECHY TEN

The top-selling Amiga peripherals - supplied by Silica Shop:

- 1 Citizen Swift 24
- 2 Philips 8533 Mk II
- 3 ATence-Amiga
- 4 A500 with 2MB RAM
- 5 Commodore MPS1270
- 6 Citizen 124D
- 7 Roctec Genlock
- 8 Commodore A501
- 9 ICD Adaptec
- 10 ICD Ad Ide

FLY ME TO THE MOON

Life getting you down? Is the sun too irritating? Why are I using such big words? Perhaps a shot of Geycan instill energy in a can. Is the missing factor. One shot of the and apparently you will feel renewed relaxed and clear headed. Geycan comes with an integral mouth mask, to boost your energy levels and take a welcome break from stale polluted air. Use it before or after a physical work out or to invigorate a body and mind added from too many hours at school, em ups and strategy games.



COME INTO MY PARLOUR, SAID THE SPIDER TO THE FLY

After nine hours of continuously playing Exterminator, you know it's time to stop. An idle look at the ceiling reveals an enormous arachnid lurking in the corner. Thank goodness for Katcha Bug - the phobic's answer to creepy crawlies! In contrast to the game Exterminator, which uses a gear fist to kill the bugs, Katcha Bug involves no bodily contact with the beasts as it has a 36" handle. The spider scoop is operated by a finger trigger, so the beasts can be safely let out of windows - to bother your next door neighbour instead. Fantastic!

DESTRUCTIVE READING

After seeing the film Predator, I'll bet you're all just champing at the bit to read the book. A novel of true literary genius, Predator, written by Mark Verheiden, seems destined for the 'A' level syllabus in the future. The plot is set in New York. An alien killing machine is on the loose - but what else is new? Available on the Titan label. Predator is being released in an uncanny coincidence with the launch of the film sequel. Ring Nick Griffiths on 833 3777 for copies at a price of £7.50.

GROUND CONTROL CALLING MAJOR TOM

A TV in the shape of an astronaut's helmet is ideal to watch films like 2001: A Space Odyssey, Star Wars - a seventies David Bowie concert, etc, etc. The 'Discoverer' from Philips has all the latest mod cons including a detachable black visor to reduce the glare on world weary eyes. A sleep timer will switch off the TV when you depart for the Land of Nod while watching The Sky At Night.

I'VE GOT THE POWER

Longer arms can be yours for the mere cost of £229.99! Simply carry the latest Philip's portable CD/cassette player all day. The goal to strive for is to tie your shoe laces without bending down. A word of warning. Remember to give both arms equal amounts of time. The machine has an essential quality needed in a ghetto blaster - it plays very loud. It also features a remote control facility, which seems unnecessary if you have been doing the above exercise.



BILLY

The KID

BILLY THE KID IS A 1 OR 2 PLAYER ACTION/STRATEGY GAME SET IN THE WILD WEST, WHICH ALLOWS THE PLAYER TO ASSUME THE IDENTITY OF EITHER A GUN TOTING DESPERADO WITH A HEART OF GOLD, BILLY HIMSELF, OR HIS EX-NEXT FRIEND, SHARP SHOOTING, LAW ABIDING PILLAR OF THE COMMUNITY SHERIFF PAT GARRETT.

THEY ARE IN LOVE WITH THE SAME WOMAN AND ULTIMATELY, IN A NAIL BITING CLIMATIC FINALE, ARE GOING TO END UP POINTING GUNS AT EACH OTHER.

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first impressions

The mists of time start to part and – lo and bahold! – CU is there to take a peek at what the future holds...



DOUBLE DRAGON III - THE ROSETTA STONES

Street-fighting action as Jimmy and Billy return.

GAMEPLAY: The Lee brothers, Jimmy and Billy, are back for another few rounds of beat 'em up mayhem. After rescuing

their girlfriend in the first game and avenging her death in the second, the third game in the series sees the two street-fighting heroes embarking on no less than five missions, made

up of fourteen street-fighting stages, and require them to retrieve the mysterious Rosetta Stones of the title. These missions involve battling through five key countries and deposing the evil leader who awaits you at the end. On later levels, they

encounter the alien menace behind the upsurge of violence

PLUS POINTS: The graphics in *DDIII* are by far the most detailed of the entire series, with dark, oppressive colours, yet still manage to be varied thanks to the many different locations – with suitable landmarks from each country visible in the background. In addition, more offensive moves are now available to the twins, adding to the current range of kicks and punches

BEHIND THE SCENES:

Work on *DDIII* began four months ago, and is in the capable hands of Storm's in-

house team. The graphics are being recreated using the ever-popular *DPaint III*, whilst the coding is being performed on a PC and Snes-based workstation

FIRST IMPRESSIONS:

The main problem with the past two *Double Dragon* games was that they were far too easy and too repetitive. Storm hope to rectify the former problem with rigorous play-testing, and the latter will hopefully be overcome thanks to the addition of more opponents and larger and weirder guardians. Come what may, *DDIII* looks like an extremely close conversion, so let's just hope that Storm can beat the limitations imposed by the coin-op.



147

Virgin and Archer Maclean go snooker loopy

GAMEPLAY: Up to now, Firebird's 3D Pool has been the only attempt to recreate the wonders of the green baize in glorious 3D. The limitations for this are obviously because of speed, as was

sadly apparent

in the aforementioned Pool, but now veteran 8-bit programmer Archer

Maclean (he of *IK+* fame), has managed to recreate Snooker's many intricacies in a 3D environment. All the usual rules and tactics apply, but Archer has managed to incorporate a full complement of shots, tricks and options. In addition, he has also managed to squeeze in a number of views which allow the player to view their shots from afar or from directly behind the cue ball

PLUS POINTS: The most striking thing about 147 is the speed of the 3D

Whereas 3D Pool crawled along, 147 far whizzes across the table without a hint of slowing down. In addition, backing up this impressive showcase of speed are a full range of shots, all of which are instantly accessible from a simple-to-use icon panel

BEHIND THE SCENES:

Archer Maclean first hit the games scene with his incredible *StarGate* clone, *Dropzone*. Initially writing for the Atari 8-bit machines, he eventually moved over to the 64 where he wrote both *International Karate* and its sequel *IK+*





PEGASUS

Shoot 'em up horseplay from Gremlin. **GAMEPLAY:** A cross between *Black Tiger* and an ancient Durrel game called *Thanatos*, *Pegasus* is a six-stage shoot

Nature and The Grim Reaper - and is set to lock them away for ever.

PLUS POINTS: The two styles of gameplay offer a nice balance, and graphically the game is very impressive. During the horizontally-scrolling Pegasus-based screens, the backdrops are set against some stunning parallax scrolling, and the assortment of sprites during the interim fighting scenes are every bit as impressive.

BEHIND THE SCENES: *Pegasus* is the brainchild of Neil Hill and Adrian Ludley who first approached Gremlin with the idea six months ago. Gremlin's PR guy, Ian Richardson, had known the duo for several years, and they used his influence to get the game seen by Gremlin's in-house development team. Originally, the game was going to span twelve levels, but as work progressed it was gradually expanded into six worlds made up of fifty game stages.

FIRST IMPRESSIONS: On first sight, *Pegasus* is a very nice looking game, and this immediate appeal is backed up

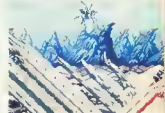
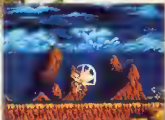
by some very playable levels. Gremlin are a bit unsure about some of the animation on the main sprite - particularly during the battle sequences - but they assure us that these will be rectified before the game is released. The six levels are long and tie in with the general theme of their kid-napped guardians, ie. a dead and grey area for The Reaper, and a massive war-torn area for The Master Of Tactics



Multi-stage action in Gremlin's mythical adventure



'em up-cum-platform game, in which the player assumes the role of Percus, a noble warrior, and the only man capable of stopping the new waves of attacks from the forces of evil. Satan himself is intent on making an appearance, and has imprisoned the souls of the six most important beings - including Mother



FIRE AND ICE

Mirrorsoft and Graftgold blow hot and cold.

GAMEPLAY: Starring a cute, long-eared puppy, *Fire And Ice* is a multi-stage platform affair, with the cutesy dog pursued by all manner of fiery demons. The scenario details how the world has been invaded by these flame creatures, and are consequently trying to kill off anything in their path. However, born in

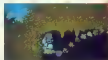
the frozen north the puppy is armed with a selection of suitably cold weapons which can be used to kill the assailing invaders. The resulting action then follows the brave canine's adventures as he pegs it across the numerous scrolling stages, collecting bonuses and evading sudden death.

PLUS POINTS: Both cute and instantly appealing, *Fire And Ice* looks as if it could be the closest thing to a decent console-style game for the Amiga. Graphically, it

is typically Graftgold, with exceptional use of colour and cute and appealing sprites. In addition, the game is easy to get into, yet hard to master.

BEHIND THE SCENES: *Fire And Ice* marks Graftgold's first game written specifically for the Amiga. Andrew Braybrook, the chief coder behind *Ice* has been meaning to get to grips with the machine since *Paradroid '92*. He originally intended to write a *Turman*-style blaster which eventually evolved into *Fire And Ice*.

FIRST IMPRESSIONS: Mirrorsoft are stating that *Fire And Ice* could be Graftgold's best game yet, and we think they may be right. Andrew Braybrook, Jason Page and Philip Williams have put together a really neat looking game with bags of additivity, ensuring that it will be one to watch.



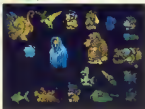
Logically, it was JK+ which also gave Archer his break into the world of 16 bit programming, but once he had finished it he seemed to disappear - until now.

FIRST IMPRESSIONS: *147* is a stunning looking game, and plays at an incredibly fast rate. The controls are easy to use and the lock shots and panning options add to the fun

immensely. In all, for fans of Snooker this is going to be one to watch.



Cute but deadly action in Graftgold's newie.



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SCREEN SCENE

Welcome to Screen Scene, the essential guide to Amiga games. Our reviews are timed to coincide with the release dates of the games themselves, so you won't find any out of date reviews here, only up to the minute information from an experienced team of joystick journalists.

SOUND Four channel sampled stereo rock or e. Stock, Akken and Waitman drum track? The higher the rating the higher you run the volume

GRAPHICS Not just overall prettiness, but animation style design and the way the visuals fit in. So it doesn't have to be the prettiest game in the world to score high here

PLAYABILITY This rating lets you into how easy it is to get into a game, and once you start playing whether it's addictive or uninteresting

LASTABILITY Speaks for itself. The higher the rating the longer you'll be loading it up. Ties in closely with the playability rating

OVERALL The most important of the lot. And here's CU's rough guide to ratings

0- 29%	Men, this stinks.
30 38%	Phew, avoid.
40 48%	Below par
50-59%	Worth checking out if you're a fan of the game style
60-69%	Above average, but with a lot of room for improvement
70 84%	Good but flawed
85 92%	ScreenStar recommended
93%+	SuperStar our highest accolade. Must not be missed.

AMIGA SPEC

Watch out for this edition to our reviews. The Amiga is the finest home computer that money can buy, and it we really feel that a game is pushing the boundaries of the machine we'll tell you how and why. Each and every Amiga spec will be tailored to the review. Some of the ratings are objective - eg number of onscreen colours, levels etc; others, such as an assessment of the scrolling speed, are based upon the considered opinions of the CU Amiga team. All such subjective ratings are marked out of ten

AMIGA SPEC

MEMORY REQUIRED	400K
SCROLL SPEED	6
COLLISION DETECTION	4
COLOURS ON SCREEN	32
LEVELS	48
DIFFICULTY LEVEL	6
HOURS TO COMPLETE	67
NUMBER OF PLAYERS	2/4
GRAPHICS STYLE	SOME
FRACTALS SYNTHESISED	
SOUND + COIN-OP SAMPLES	



Ninety-three percent and a game's worth a superstar. We hardly throw these around — but if a game displays totally superior qualities, it just might be in with a chance.



The CU Screen Star is for games scoring 85%-92%. If a Screen Star is awarded then you can be sure that the product will have reached a high standard in gameplay, sound and graphics, and that it will have long lasting appeal.

SWEET TEETH

STEVE JAMES: Never one to pass a good, Steve's latest sweets include *Sensational* with a healthy dollop of jam on top, *Bread pudding*, *Girl's Trifle*, *Honey Sponge Pudding*, *Angel Delight*, *Cheese Cake*, *At Intuition...* And his excuse for seconds is that he's a growing boy!

GAN SLIMOSKI: Cool ranks as Warhammer Don't have sweat, but he's also been known to swallow a spoonful of trans fat and vermouth. Followed by anything by Mr. Kipling, which is why he weighs forty stones.

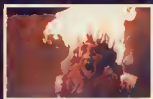
STEVE MERRIST: The old's Muri's *Tapioca* and those 'bake in minutes and even quicker' *Lemon Crunch* pods occupy Steve's considerable eating hours. Followed by Mr. Kipling's *Country Slices*, *Barbet*, and loads of *Angel Delight*.

MARR PATTERSON: Spotted duck is Mark's favourite pudding, but enough about his busy social life. In the meantime, Mark's prone to sneaking on Jolly Apple and coconut strudel, Texas strawberry mousse, and McDonald's cheesy doughnuts.

ANDY BSWICK: Andy's top desserts include cheesecake and blackforest gateaux, but that's about it really, and he wants it to be known that he hates vermouth. So prop him some in an overture and send it here marked: **ANDY BSWICK...**

MATT BROOMFIELD: Now boy Matt has been busy organising all the teeny stuff this month, but has still had time to cram in huge helpings of apple roll and knickerbocker glories.





BEAST

The undead are rising from their graves to devour the living. Quife who is dead and their revival is unknown, but only one man can save us, Steve Merrett. Basically, we're doomed...



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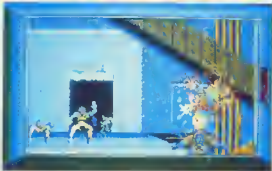
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BEAST BUSTERS

grenades respectively. Starting in an apparently deserted garage, the screen scrolls both horizontally and towards you, bringing with it the amassing hordes of the undead. Far from being the shambling zombies associated with the Romero litme, *Beast Busters'* undead are semi-intelligent and attack using guns, knives, and grenades, whilst using jeeps to evade your weaponry. Unless the oncoming projectiles are shot or avoided, the player's energy will be steadily reduced and if it is totally exhausted, then the game is over and one of your three credits is lost. Similarly, in addition to the waves of zombies, further hazards appear in the shape of rabid dogs and similarly manic wildlife, but, as with the zombies, repeated shooting ends their menace with a satisfying explosion of gore. As you make your way through the level, extra ammunition supplies are dropped from the top of the screen and are added to your inventory when shot, and are essential for the oncoming face-offs with the massive mid and end-of-level creatures.

As progress is made through the game's seven stages, the mystery behind the locals' disappearance is slowly unravelled as the riverside action gives way to a claustrophobic cavern network which houses a number of larger creatures and a strange laboratory. Oddly enough, whilst *Beast Busters* is quite simply *Operation Thunderbolt* et al with zombies replacing footsoldiers and gunners, it's the scenario that helps make it so appealing. As the story unfolds, it adds to the already strong playability of the game and entices you on for another go. In addition, images have performed wonders with the game's presentation, and the assorted zombie spines are large and relatively well-animated with no loss of speed. On the sound front, the game features effects and tunes taken directly from the coin-op, and these add to the atmosphere and create a loud and bloody crescendo. Basically, *Beast Busters* is a fine conversion which doesn't house an ounce of originality, but is one of the best of its kind.

Steve Marretti

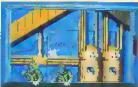


The action moves onto a glass-doored elevator. When the doors are blown out the undead climb back and begin their deadly advance.

Birds carrying zombie attackers should be shot, causing them to drop their passengers.



The two player option equals double the gore and twice the fun. Blast away!



The first guardian mutates from a vicious slivering punk into a rabid and snarling wolf.



ORIGINS OF THE DEAD

The origins of the undead can be traced back to the beginnings of the voodoo religion and are shrouded with mystery. However, whereas the media view of a zombie is that of a flesh-eating ghoul with no apparent motive for its rising, real zombies are hypnotised people used for slave labour by cult leaders. A system used to overcome subversives and to deal with enemies, the would-be victim has a series of toxins added to their food and consuming these renders them unconscious. As an example, their body is then buried for as long as two months, with sufficient air holes to allow them to breathe. With the toxins keeping all of the body's functions down to a minimal level, the victim can survive without food or water, and on leaving the catatonic state the toxins will have caused extensive brain damage, leaving them as useless vegetables with no other option but to serve their leaders.



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PLAYABILITY	85%

OVERALL 87%

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GAME FOR A LAUNCH

You've been coding for three months and fancy trying your hand at your first professional game. Justin Garvonovic, programmer of The Kristal, Amiga Frak and, Obibus, is here with the ultimate blueprint...

Consoft have just released *Mutant Hussains From Space* which, after the great intro, turns out to be just another scrolling shoot-em-up. So

what do you do after you have spent all that money only to discover that you've bought a dud? Give it up as a bad job and vow to try the game

out before you buy next time or have a bash at producing one yourself? If you think the first option is easier, then stop reading right now and start saving, if not join the rest of us and enter into the busy world of software developing.

PLANNING AHEAD

The key to successful game design is planning. Top development teams, such as Imegas, Core and Arc all plan their projects well in advance, allow for unforeseen circumstances and allocate time for coding problems, such as the scrolling and graphics. Come up with the basic design of your masterpiece then sketch out how it will look onscreen, plus the main stages and items it will contain. Ensure that everything is feasible within the machine's limited

memory and that it spans as few disks as possible. On top of storyboarding, technical information, including specific ideas and routines, are added for reference. The main aim of the storyboard is to give others some idea of how the game will evolve. Before any software development manager will give the go ahead, s/he will expect to see everything planned and allocated. A few scraps of paper aren't enough.

You've finished storyboarding, you know exactly what 'The Game' will look like and you are ready to start coding. There are a number of languages available, AMOS, for example, C or Assembler. Whilst AMOS gives the beginner a nice insight into the depths of game design, to get the most out of the machine you're going to have to jump in at the deep end. The C language seems like a good choice for writing games, in fact many arcade games are coded in C. Unfortunately, the new wave of arcade machines have a lot more horse power than the Amiga and require vast amounts of speed, so that really only leaves us with one option - mastering an assembler.

PUTTING IT TOGETHER

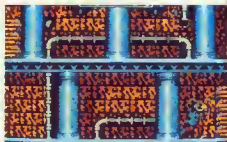
Oh no, not assembler, I hear

you cry, that's far too difficult.

Not so. The Amiga was designed around what must be one of the easiest chips to program, the good old 68000. The Amiga is also blessed with a clutch of support chips which make games programming even simpler.

The cornputer has hardware for displaying sprites, moving huge memory chunks around, playing sampled sounds and a video co-processor (the copper) that enables you to do all sorts of onscreen trickery.

When programming the Amiga you can do it on one of 3 levels. Level 1 (the highest), is usually saved for writing serious software as it allows access, through Intuition, to the WIMP environment. Level 2 (medium) can be used to write games but it still uses



Film licences offer a great deal of potential, but, unfortunately, this potential isn't always realised



UGH...

the dreaded Operating System which will impair the machines performance. Level 3 (lowest) is where just about all games are written. This means that the programmer will 'talk' directly to all those support chips with no interference from outside sources. This is known as 'hitting the metal'. A couple of books are essential. 'The Hardware Reference Manual', which informs you just how to get at all those chips, and a good 68000 programming book

DOING IT YOURSELF

At this stage, you will also need an assembler of which the only two worth mentioning are Hisoft's *Devpac 2* and Argonaut Software's *ArgAsm*. If your machine is fairly short on memory then the best bet has to be *Devpac*. On the other hand, if your machine is crammed with extra RAM, then *ArgAsm* is probably better - and a lot quicker - than *Devpac*. It's also worth mentioning both *PDS* and *SNASM*. These are PC-based cross assemblers, which mean that you work in 68000 on the PC. Once you have assembled your code you can transmit it over to the target machine - Arc Developments, in particular, favour this method, as do Core. For writing games this is the ideal situation, as it really isn't practical to write a game using just one machine. If you wish to use an Amiga as the

host machine, instead of the PC, this can still be accomplished by writing a piece of software to send the data down the printer port to the target machine. This isn't as difficult as it sounds, and should be right at the top of your list.

You've got the transfer system working, what else will you need? Got a hard disk, if you haven't got one. An accelerator board will come in useful nearer the end of the project when assembly times get longer and longer. Unless you can get someone else to handle all the music and sound effects, you're going to need a sampler.

Fitted out and ready to start, you're going to need the right tools. If, for example, 'The Game' uses mapped backgrounds, such as those used in *Chuck Rock* or *Turrican*, you will need to write a mapping tool. This could quite easily be written using *AMOS* as speed isn't that important. But don't forget that in the future someone else may use that tool. In a perfect world you should be able to create tools to do just about everything, from alien attack patterns to disk management - but you'll soon have to cope with data structures. These are the core of just about every game, and should include how the map data is arranged, music data and sprite animation structures and tables. If you think through each data structure, you should be OK, but if >

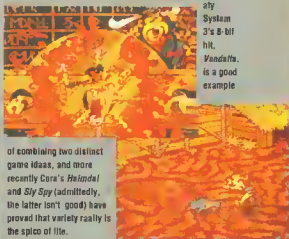
ALL-IMPORTANT INNOVATION...

It is widely acknowledged that there are only seven actual game styles, but the key to producing an original game is taking it from an angle not normally associated with the genre. A perfect example of this is Ocean's forthcoming *Robocop III*. With two successful but limited walk'n'blast games behind them, Ocean took the brave step of approaching DID to come up with a new approach, and as their forte is smooth 3D graphics, DID started work on a massive titlad 3D Detroit. And this



the city's streets in a massive chase and blast romp, with the imposing form of Robo made up of a series of polygons and suitably well animated. In addition, whenever possible try to create games that you may not have tried before.

Obviously, certain limitations must be kept within, but taking a simple theme and expanding on it for every possible angle will make for a well-rounded game with plenty of variety.



of combining two distinct game ideas, and more recently Core's *Helmdal* and *Sly Spy* (admittedly, the latter isn't good) have proved that variety really is the spice of life.

Impressive play area featured the Kevlar-covered cop patrolling

System 3's S-bit hit, *Vandetta*, is a good example

GAME FOR A LAUGH...

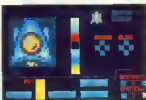
you make inadequate ones, you WILL pay for it in the later stages of development.

CODE MASTERS

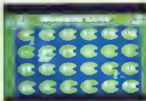
Coding can commence. In my opinion, it's usually better to start with the main effect of the game. It has full screen multi-directional scrolling, so that first, it's worthwhile getting the

have to use them, but try writing a routine on paper in 'Pseudo Code' first.

'Commenting' your code may seem like a waste of time, but it's not. Imagine that you're about to start a sequel but need to modify routines of the original. Unfortunately, they were written six months ago and now mean nothing to you. Alternatively, Fred Nintendo is so impressed by your game that he wants you to convert it over to his new Super Duper Famicom but you can't make head nor tail of your work, so you lose the deal plus five million sales. The moral here is 'COMMENT EVERYTHING'; you may not like it at the time but you'll never forgive yourself if you don't. Code should be written in independent chunks and structured (there's that word again) so that they do not jump all over the place (spaghetti code). The ideal 'main game loop' should go something like this: 1) Update Enemy, 2) Update Player, 3) Print Enemy, 4) Print Player, 5) Is Player Dead?, 6) Is not start at step 1, 7) and game. Obviously, this a VERY



Utilities, such as SEUCK and AMOS, allow this would-be coder to learn the basics of planning.



'difficult' code out of the way first - you get a feeling of satisfaction that something is actually happening. If you did any sort of computer studies at school you were probably told about 'Flow Charts' and found them amusing. You may now

simplified example but your main game loop should be just as readable, and there shouldn't be any skipping about in it.

Another simple way to keep code neat and avoid the dreaded bug, is the use of

ADVICE SHOP Nick Peitling, AKA Orlando, started his programming career when the industry was in its 'collapsing' stage. Working from his BBC Micro, Nick created such wonders as *Arcadians* and *Firetrack*, before moving over to the C64 and the Amiga. Like Nick, you must be flexible, as computers come and go rapidly, and here are a few more of Nick's tips.

- 1) Where possible, avoid writing a routine that's longer than a screen in length; it may sound daft but it really helps in the debugging.
 - 2) Divide the source files into sensible routine types; don't scatter similar routines all over the source code.
 - 3) Be consistent when using variable names.
 - 4) Make sure that any tools you write produce an output that can be easily and quickly inserted into the game.
 - 5) Cram your host machine with as much RAM as possible; this will help speed up assembly time and help boost your attention span.
 - 6) Don't reinvent the wheel.
- If you can do a certain job in DPaint, use it - don't waste time writing something to do the same job.
- 7) Check out PD libraries; you may find that they'll have all the tools you'll need.

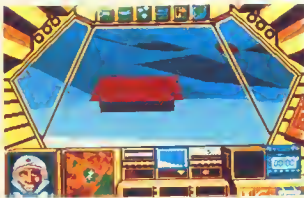


EQUATES. If at any place you need to set up a constant, in 3 lives, this value should be equated at the head of the code. Otherwise, if you need to set the lives counter twice in the game, you may accidentally type 4 instead of 3. If you equate the value at the start potentially fatal problems needn't arise.

To speed up your code and make more compact, reference all the variables from one address register. Finally, once you're ready to take your newly finished game out into the software house jungle, it's usually a good idea to check up on your law and to chat with other programmers about who they would and wouldn't send games to.

AND NOW THE TRICKY BIT...

Although the main bulk of the work is now over, you'll have to get it marketed. Having worked this closely and hard on it for, say, six months, you aren't going to take lightly to criticism. But do take heed of what other people say. They'll have seen countless other games and almost certainly know whether yours is worth backing. Do any suggested changes as quickly as possible. And if a deal is offered, make sure that you aren't over stretching yourself and check out the method of payment - not to mention the small print.



Andrew Braybrook (*Urduum*, *Paradroid '90*), and currently working on Microsoft's *Fire And Ice* - Gristle.

"Planning is essential, and although you've got to expect the game to evolve from the original ideas, having a set idea

of what you are out to do is very important. Also, tell your friends on other people, and be ruthless if something doesn't work. You may find that the earlier things are planned, the more the game develops and the easier its progress becomes.

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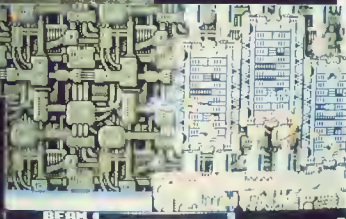
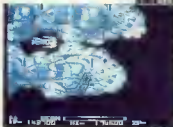
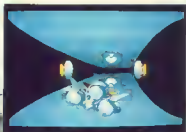
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R-TYPE II

R-Type was heralded as one of the greatest shoot 'em ups to grace computer screens. The temptation to better it has proved too much for Irem. Famed for innovative games such as *X-Multiply* and *Dragon Breed*, they had a reputation to live up to. And so the sequel, *R-Type II*, rears its powerful and many-faceted head.

The nefarious forces of the Bydo Empire yet again loom large and threatening. Not surprising really — this is what happens in sequels! There are six levels of horizontal parallax scrolling action which bears more than a passing similarity to *R-Type*. All the great gadgets and gizmos are present. The

all-protecting Force shield defends your ship both fore and aft. A wonderful feeling of invincibility surrounds you; the metallic killing machines which attempt to send you to an early bath are rendered powerless!

Collecting the weapons and added extras is essential if one is to survive all the dreaded onslaughts of the evil Bydo Empire. A very difficult business as your foes are adept at sneaking behind and shooting your posterior. In order to combat this, pick up the bombs which can fire both front and back. Weapons beyond your wildest dreams, indeed! Missiles travel along like deadly ball bearings, or cas-

cades of deadly energy. The most spectacular effects are the excel-like rockets, and the ring lasers (which create a display of deadly red and blue lights). The electric blue lasers which ricochet around the screen are a neces-

sity for killing off those sneaky little aliens which lurk in dark corners.

The secret of success is to pick up as many of these deadly items as possible. A minimal amount of skill is



R-TYPE II

required as blasting everything in sight, regardless of aim, seems to be the best policy. Easy, huh? Well, not quite. Staying alive takes a vigilant eye and a steady stream of killer beams. Aim for objects which look like flying space helmets. When shot, these reveal icons with the letter S or M. Speed and bombs are the respective prizes.

After surviving swarms of baddies, your reward is to meet the end of level guardian: a huge monster which fills the screen, blocking the path to the next level. Holding down the fire button creates an impressive blinder of a shot. A metre at the base of the screen shows the strength of the bolt. Firing a few of these will destroy beasts like the centipede and the crab ships. Comparisons are odious, but I'll make them anyway. In the



Strange but true, UFOs have been reported by almost every astronaut. There are persistent rumours that the United States has a UFO which they keep in total secrecy

LOOK OUT, MA!
THERE ARE ALIENS ABOUT!

Scientists tend to view the UFO phenomenon with a great deal of scepticism. Not surprising, if we consider the evidence. Witnesses who have had contact with extraterrestrials tend to be religious fanatics, never 'rational and reputable persons', according to ufologists. Some very unpleasant side effects can take place. Victims of sightings have reported physical side-effects such as violent headaches, fits or weeping, and buzzing in the ears. Obviously, UFOs can be bad for your health! Even stranger things can happen. After a UFO sighting, a woman with permed hair found that it had gone completely straight!

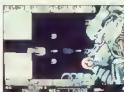
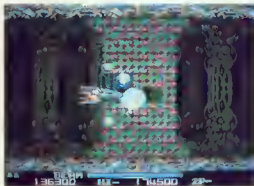
original *R-Type*, the creatures were similar to monsters which inhabit sci-fi films like *Alien*. They had an identifiable, ghoulish form. In *R-*

Type 2, the enemies, and especially the end-of-level guardians, are so intricate they are difficult to recognise.

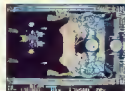
The graphics are executed with a great deal of imagination and flair. The best background effects are in level six; a land of petrified forests and decapitated dinosaur heads. The sounds are fast and pacy, with music sampled directly from the coin-op.

R-Type 2 is a superior shoot 'em up with many enjoyable features. However, it remains questionable what this game adds to the original. To be sure, it features parallax scrolling which was absent in the precursor, but apart from that, the game play is slow and sluggish. Fans of *R-Type* should definitely be eager for *R-Type 2*. Once hooked, it's back for more punishment.

Fiona Keating



End of level guardians do their damndest to prevent impetuous fools from getting to the next level. Luckily, the many weapons at your disposal enable a spirited defence.



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LES MANLEY in SEARCH FOR THE KING

Remember all those Sun and Sunday Sport headlines from a few years ago, claiming that Elvis Presley was alive and well and working as a teasmaid in your local Co-op? Well, Accolade certainly do, and have devised an entire graphic adventure around the idea as you seek to find The King, collect a \$1 million reward, and cop off with the boss's secretary to boot.

An impressive intro sequence sets the scene and

introduces the major characters. Les's cigar-chomping boss is shown leaning over a boardroom table grilling his TV station executives about the company's falling revenues. Some bright spark has the brilliant idea to launch a 'Find the King' competition with a prize of \$1 million should he be found alive. Les Manley, the character under your control, listens intently and decides to set out and find the King, win the money and, hopefully, the affections

of Stelle Hart, the company secretary.

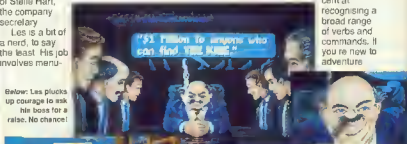
Les is a bit of a nerd, to say the least. His job involves menu-

ally rewinding video tape to serve on electricity and he works from a grotty basement office. Stuck in a dead-end job, he's definitely one of life's losers, and the chance to get rich quick is just too much of a temptation. Les has to travel through more than 70 screens in his search with plenty of red-herrings impeding his progress. For instance, it's useless trying to buy a ticket for Vegas from the New York bus station as the maze-like crowd-control

barriers don't actually lead to the counter. Try visiting the Test-o-Strength stall at the Circus instead for a novel way of reaching your destination.

The game is mouse-controlled although there's also a keyboard option. Moving less around the screen is straightforward - merely click on the part of the screen you want Les to move to, and he'll obediently follow. As with all graphic adventures there's a great deal of text input, and the parser is remarkably efficient at

recognising a broad range of verbs and commands. If you're new to adventure

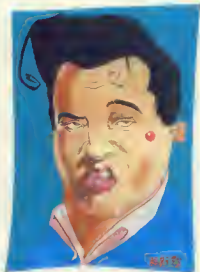


Below: Les plucks up courage to ask his boss for a raise. No chance!



Below: All the fun of the circus! Visit the Fortunes Teller and get a palm job or ball reading!





fun. That's because instead of port-

gamas, you might find your self struggling in the early stages as things aren't always clear. It's a good idea to thoroughly examine every screen and take whatever isn't bolted down — you never know when you may need that thermos flask of water, mouldy cheese sarnie or ID card. Another handy tip, if you get really stuck, is to consult the walk-through guide which comes conveniently packaged with the game.

Search for the King has been out on the PC for some time, but it's only now that Amiga owners can join in the

ing the gama across and adapting the PC graphics and tiny sound, the game's graphics and sonics have been reworked from scratch to take advantage of the Amiga's capabilities.

Overall, the animated antics of Les and his pals looks a treat. The attention to detail is superb with jam-packed screens hiding a number of clues, equipment or interactive elements of one kind or another. Especially entertaining is the Circus screen where, after having earned a ticket by shovelling Elephant dung(!), you can



Above: It's hard work shuffling elephant's dung!
Left: Les's dingy office where you begin your quest.

lace off against the World's Strongest Man or have your self a palm job with the local Fortune Teller. Watch out, also, for Bart Simpson on a skateboard and numerous other celebrities who pop up for cameo appearances.

Sadly, the sound is a distinct disappointment. There are a number of in-game tunes but they rarely rise above the mediocre. Even Roll Harris with his trusty Stylophone could have done better than this. Another minus point is the amount of time spent swapping disks. *Search for the King* comes on five disks and if you haven't got a second drive you'll be forever changing them. The game also loads incredibly slowly, and each new screen

takes an age to appear. This cuts up the action and can be really frustrating at times.

It's not just Elvis devotees who'll get their kicks from *Search for the King* — its appeal is fairly broad, due to the game's in-built humour and inherent silliness. Solutions to many of the problems aren't easy — you have to literally think how Les would think in many instances. It's not easy being a nard (or so I'm told), but it's a hell of a lot of fun. And I'm not going to spoil the game by telling you if Les eventually tracks down the King, marries Stella or even pockets the \$1 million — you're just going to have to buy it for yourself!

Dan Slinnberg

THE KING IS DEAD

Search for the King takes its inspiration from the life of Elvis Presley, an incredibly famous singer of the fifties who ended up a fat and bloated has-been performing to blue-nose grandmas in the shifting heat of Las Vegas. Throughout the game there are many throw away references to his past life. For instance, the Circus owner is called the Colonel, an obvious reference to Colonel Parker, a former circus buster who went on to manage Elvis and shape his career. Les also visits the Kingdom, an obvious doppleganger for Elvis's Graceland retreat, complete with gaudy interiors. There are even references to the many Elvis impersonators who hawk their dubious talents around the nightclub and cabaret circuits as Les has to dress up as one to get into the Kingdom's inner most sanctums. Unfortunately, an *Accolade* didn't fork out the cash for an Elvis licence, none of his music accompanies the game and instead we're served up a diet of substandard tunes which leave you reaching for the volume control.



Take a call from the luscious Stella or seek work and advice from the Colonel at the circus.



ACCOLADE £30.95

A big-bop-atouish, a big-bam boom of a game

GRAPHICS	85%
SOUND	12%
LASTABILITY	84%
PLAYABILITY	79%

OVERALL 80%

20 THINGS YOU DIDN'T KNOW ABOUT THE

KING

The haunting voice and gyrating hips of Elvis Presley helped make him one of the world's most successful entertainers. Unfortunately, Elvis spent the last few years of his life as a recluse in a twilight world of drugs, easy women and few real friends. Dan 'Greaseball' Slingsby strips away the myths surrounding the 'King' of Rock 'n' Roll.

1 An unusual pastime enjoyed by Elvis was the shooting of television sets. He had an extensive collection of guns and rifles and would often take pot-shots at the telly when bored. One ex-bodyguard described one such incident: 'One afternoon he was eating breakfast and on comes Robert Goulet. Very slowly, Elvis finished what he had in his mouth, put down his knife and fork, picked up a .22 and - boom - blasts old Robert clean off the screen'. It's estimated that Elvis polished off more than 200 televisions in this way.

2 Elvis had a passion for expensive cars. Over the years he amassed over 100 Cadillacs as well as numerous Mercedes and Rolls Royces. Pat Gilmore, a Memphis Cadillac dealer, remembers Elvis turning up at 3am at his showroom. 'He bought 13 Cadillacs in an hour and a half. The bill came to \$168,000. They were Christmas presents for his staff'. In another celebrated incident, Elvis was busy choosing two cars as presents for his bodyguards when he spotted an obviously poor couple looking with envy at the expensive cars on offer. Elvis went over, asked them which model they fancied, and immediately bought it for them.

3 Elvis often dined movie stars and bought them extravagant presents. On one occasion, he gave actress Suzanna Leigh a brand new Harley Davidson motorbike. Unable to even sit on the machine, let alone ride it, Elvis rented 15 miles of motorway outside Los Angeles the next day so she could ride the bike in a straight line.



4 His manager, Colonel Parker, creamed off 25% of all Presley's earnings, a cut which rose to a staggering 50% from 1967 onwards. Parker was later quoted as saying: 'When I first met Elvis, he had a million dollars worth of talent. Now he has a million dollars'. Always with a sharp eye for a fast profit, the Colonel was quick to exploit Elvis' death. By the time of the funeral, he'd made a deal with Factors Inc., to market Elvis products and

got Vernon Presley, Elvis's dad, to sign the deal on the day of the funeral.

5 Elvis never wrote any of his songs. That was left to a battery of songwriters who were instructed to give him a song-writing credit so that Elvis could cream off some of the publishing profits.

6 It was not long before Hollywood beckoned and Elvis embarked on a stream of rather dodgy teen movies. Although his movies were pure corn, they still enabled Elvis to become the highest paid actor in Hollywood. After his first film, one respected movie critic was so moved as to describe Elvis as having the 'screen presence of a sausage'. Eventually Elvis tired of living the life of a movie star, complaining that 'I'm bored with playing a guy who would be in a fight one minute and would start singing to the guy he was beating up the next.'

7 Elvis memorabilia flooded the market. Any gift imaginable was on offer ranging from Elvis lipstick (available in Hound Dog orange and Heartbreak Hotel pink) to such things as Elvis underwear, bobble hats, shoe horns, and wine ('This is the wine Elvis would have drunk if he had been a wine drinker, I can tell the copy blurb'). Even dirt from Graceland and Elvis's sweat was on offer.

8 In later years, Elvis wore a variety of outrageous costumes. His favourite was a white jumpsuit embroidered with precious jewels. Featuring massive flares and double-length collar, the suit was set off with a floor length cape. Elvis also sported diamond rings on each finger, a gold-plated belt, and a solid gold medallion the size of a frying pan.





He was often accused of encouraging juvenile delinquency and condemned by religious and parental groups. One reviewer for the *Toronto Star* described Elvis as 'a bulldozer in mating season' after watching him perform.

11 During his 23 year career, Elvis sold a staggering 500 million records, released more than 200 singles and made 33 films.

12 In his later years, Elvis became something of a recluse, hiding away in his Graceland retreat. Because of his fame, he was a virtual prisoner, unable to venture out for fear of being mobbed. He would often hire out whole cinemas, skating rinks and amusement parks, just so he could escape the confines of his 23 room mansion.

13 Elvis received numerous death threats throughout his career. On one such occasion, he received a number of violent phone calls just before he was due on stage in Las Vegas as well as a message scrawled on a note and shoved under his hotel room's door. Undeterred, Elvis took to the stage with a Derringer in his boot and a 45 in his belt!

14 Ed Sullivan, a famous American chat-show host, had refused to have Elvis on his show. However, after a number of top-rated appearances on rival networks, Sullivan had to eat humble pie and paid Elvis a staggering \$50,000 for three appearances. The third programme only showed Elvis from the waist upwards as viewers had complained about his gyrating pelvis and suggestive manner on the previous two.

9 When Elvis received his call-up papers he became the US Army's most famous G.I. His earnings plummeted from \$10,000 a week to \$74 a month. Elvis insisted he wanted to be treated like a normal soldier and refused to join the Entertainment Division, preferring instead to join a normal operations unit. 'I just want to be treated like a normal Joe,' he was quoted as saying. Perhaps that's why he rented a plush 20-room apartment outside the barracks while the rest of his colleagues had to make do with sleeping in a dorm on iron bunk beds.

10 Elvis adopted a rebellious stance during the early part of his career and modelled himself on James Dean and Marlon Brando.

15 After making a triumphant comeback in 1968, after years of inactivity, he signed up for a five-year contract at a top Vegas hotel. The deal was worth \$5 million for two months work each year and the contract was written in red ballpoint on a tablecloth in a posh restaurant. In the same year, Elvis filled the Huston Astrodome, capacity 44,500, every day for an entire week.

16 Elvis was showered with gifts when he performed on stage. He would often get thrown women's knickers and room keys. On one occasion, a woman even threw him a severed finger as a token of her love for him.

17 Elvis was a compulsive eater. At the time of his death he had ballooned to a massive 17 stone. He would often fly to Dallas from Memphis because he was convinced that Dallas was the only city that could make a decent hamburger.

18 Elvis died, aged 42, on the 16 August, 1977. After a series of poor performances where he kept forgetting the words to his songs and had to resort to using note boards, he was found face down in his private bathroom at Graceland. He had died of a heart attack and drowned on his own puke.

19 Many people believe that Elvis had a chronic drugs problem. Bud West, a former bodyguard, stated that Elvis took pills all day long and took shots in the arm and leg from a plastic syringe. Even Presley's ex-wife, Priscilla (who later starred in Dallas as Bobby Ewing's second wife) claimed that Elvis had a deep-rooted drugs problem. If all the reports are to be believed, Elvis suffered from bloodclots in his legs, hypoglycaemia, glaucoma, respiratory ailments, a liver twice its normal size, a twisted colon, hypertension, pleurisy, an enlarged heart, cancer, diabetes, Parkinson's disease and a number of other ailments.

20 Years after his death a bizarre rumour began to circulate that Elvis was still alive. The rumour originated from a book written by Galt Giorgio and called 'The Most Incredible Elvis Presley Story Ever Told'. In his book, Giorgio claimed that Elvis was, in fact, alive and working in a fast food restaurant in Michigan. The tabloids soon got hold of the story and it was even claimed that



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COHORT

Worshippers of Ben Hur and Spartacus will want to don their togas and play at being dictators of the ancient world. *Cohort - Fighting For Rome*, comes from Impressions, and is the follow up to *Florie's Drift*, repeating the formula of a 'miniature-style' computer war game.

The Roman Army was one of the most famed and feared military organisations. Even today, war strategies used by the Caesars are still studied. *Cohort* carries on that tradition by fighting for the vain glory of Rome. Maintaining the Pax Romana, or Roman Peace, will be a very challenging experience, for during that period, the Romans were almost continuously at war!

And so, once more into the breach, dear friends, and into battle. The impressive sounds of armed combat include the clanking of swords and the cries of the dying. Choose your army with care from a selection of infantry, archers and cavalry. Don't look for Michelangelo to have designed the graphics. The soldiers are cartoon-style, cuddly characters and representations of the background are fairly basic.

Clicking on the map icon will bring up the strategic map. Use it to scheme away at cunning tactics. The Unit Command Panel facilitates such orders as moving troops at a march, run, or most exciting of all - charge!

Even in the best of battles, disarray and confusion can occur in the ranks. The troop formation command will regroup troops to recommence a skirmish. Communicating with the forces is important and unless you have ESP, the Unit Command panel will keep you informed of attack and defence strength, missile power and morale. Keeping chins held high is not just cosmetic, the lower morale is, the more likely that the hard men of Rome will pick up their skirts and flee!

Statistics are always important to a general. Clicking on the red cross icon will bring up the statistics screen which enumerates the routed and dead for each of

the armies. Don't waste time playing Florence Nightingale, but count your losses and plan a quick attack. Be daring!

Cohort is a good place for newcomers to lock horns with war strategy games. It is fairly easy to pick up and become involved in detailed attacks to outwit the opposition. That said, *Cohort* is not in the same league as other recent Roman war games such as EA's *Centurion*. The appeal of *Cohort* lies in it being basic and accessible. Perhaps of greater importance, the history pamphlet will enable you to amaze (or bore) your friends with the horrors of the Pyrrhic wars.

Fiona Keating

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GRAPHICS	68%
SOUND	70%
LASTABILITY	72%
PLAYABILITY	71%

OVERALL 70%

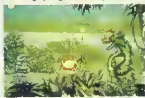
LOONY EMPERORS I HAVE KNOWN The emperor Caligula, better known as Caligula, must rate, even by Roman standards, as one of the more bizarre rulers. As a child, he dressed up as a miniature Roman general, and was given the nickname of Caligula, which means 'little boots', by Roman troops. Unfortunately, their affection did not last, as he was assassinated by a member of his elite bodyguard, the Praetorians.

Caligula believed himself to be a god and therefore did not wage war with mere mortals. He picked a quarrel with Neptune, the sea god, and carried out a famous sea battle with the marlinite deity. The emperor at length judged that he had won and triumphantly brought back the spoils of war to Rome. They included sea shells, fish, and gravel from the bottom of the sea...





Omahl bang! Wallopi! Palace come crashing in with a highly original arcade puzzler.



METAL MUTANT

No, this isn't a game about R2D2 wandering too close to Chernobyl. Instead it involves one super-robot liberating the human race from their despotic robotic masters.

Set in the far future, the human race has spread out and colonised most of the galaxy. With advances in robotics and plenty of now-found wealth mankind has become ultra-decadent, spending most of its time stoned at wild orgies. In protest at their self-like lifestyle the robots stage a rebellion and wipe out most of Earth's carbon-based descendants. Foreseeing the uprising, a group of seriously unhip scientists created a multi-televised war droid, armed to the teeth, to crush the robot revolt.

Enter the Metal Mutant, the robot equivalent of the Swiss Army knife. First he's a cyborg armed with a rather savage blade, then a quick jab on the joystick transforms him into Dino, a Tyrannosaurus Rex lookalike armed with twin flame throwers and a nasty bite. Finally he can turn into a battle robot which is both well protected and equipped with awesome firepower.

Each shape has advantages and drawbacks. The

cyborg is the only robot who can jump, but has limited firepower. Dino isn't very well armoured, but he's useful for attacking the smaller creatures in the game. The battle robot slugs like a brick, but is the only character capable of destroying some of the larger bad guys.

The game itself is a shoot 'em up cum arcade adventure with loads of puzzles. Some screens require a certain number of robots or animals to be destroyed, which isn't easy as a certain number of creatures are immune to particular weapons. Other screens tax your joystick skills with difficult jumps and dangerous obstacles. The real problems are caused by puzzles. There's a musical one where the computer plays a sequence of notes which then have to be reproduced exactly or he'll receive a nasty electric shock.

There's also a clone of the Mutant which is equally well-armed and difficult to destroy.

Extra weapons and abilities are littered throughout the game (usually just before they're needed) which the Mutant can collect to become even tougher. All the robot's features can be accessed through the joystick. At times this can become a little con-

fusing but that's a minor niggle.

Some of the back end foreground graphics are very elaborate although sometimes they're a bit too detailed, making some screens look very cluttered. The graphics for the bad guys are generally very good, though I get the impression that a bit more could have been done with them such as better death sequences and more animation frames.

Metal Mutant is a very absorbing game, but it lacks a few touches which would have made it excellent. By adding more armaments to the bad guys and the occasional sit-back-and-watch sequence, the overall feel of the game would be vastly improved.

Mark Pallerson

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GRAPHICS	81%
SOUND	80%
LASTABILITY	79%
PLAYABILITY	77%

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Starting in an apparently deserted warehouse, the SEALs enter unannounced and stealthily pick their way through the armed guards. One shot is all it takes to send a SEAL's mission, so keeping quiet is a priority.

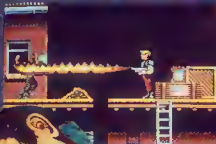
NAVY SEALs

For the uninited among you, *Navy SEALs* is the title of an all-action war film starring hunky, chunky ex-Brat-Packer, Charlie Sheen, and veteran of the Aliens battle on Acheron, Michael Biehn. Together with the likes of another of Aliens' Colonial Marines, Bill Paxton, they form part of a crack group of commandos, the Navy SEALs (Seals, by the way, stands for Sea, Air, and Land. Quite what happened to the 'E' I don't know, but Navy Sals isn't half as butch) of the title who are basically an American version of our SBS. The film, and consequently the game, revolves around the antics of the crack 'troop' as they are sent on a series of deadly missions, and the player is given control over a band of five members and must guide them safely through the eight stages that make up the game.

Although it is split into a series of smaller levels, *Navy SEALs* is basically a game of two distinct missions. The first



By setting up and into a lurking guard, you can kill them silently.



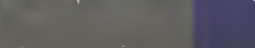
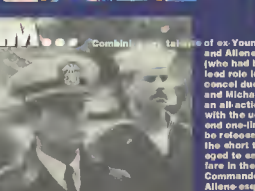
The flamethrower is by far the ultimate weapon, and although its use is limited by a small fuel supply, it can reduce two guards to ash at a time. Another benefit is that, compared to the machine guns, it is fairly quiet, and gives the squad the advantage of surprise.

involves negotiating a hostile Arab-controlled base and rescuing a hostage from the centre of their HQ, whilst the second takes the unit to the terrorists' base in Beirut where the majority of the rebels must be annihilated. Needless to say, along the way, loads of towel-wearing stereotypes baddies get offed, but unlike, say, *Commando* or *Dogs Of War*, in *Navy SEALs* a certain amount of strategy is needed if you are to avoid the unwanted attention of the enemy. The levels span roughly forty screens, and your movements around them are monitored with the screen scrolling to follow your progress. Each of the SEALs is controlled using the joystick, and can be made to run and crawl from left to right, and jump from platform to platform. In addition, the agile heroes can also swing under the platforms to avoid detection or avoid being hit. Similarly, each of the team is armed with a small hand-gun to pick off the sentries and guards, and this weapon can be upgraded by blasting a specific style of crate and stealing the gun inside.

NAVY SEALS

These extra weapons are essentially faster-firing machine guns, but the most devastating by far is a napalm-squirting flame thrower which reduces any-one in its path to glowing ashes!

The neat thing about *Navy Seals* is that, as in the film and — I suppose — the real life escapades of the Seals, stealth does play an important part in the proceedings. It's no good running across a level, blasting all and sundry, as it takes just one bullet to prematurely end a Seal's mission. Instead, by mastering the simple controls, real skill is needed to leap and swing from the ledges and sneak up behind the guards, and this really raises the game above its many counterparts. In addition, another particularly nice touch is that once a guard has been shot, they stay down. This means that there are no miracle



SCREEN SCENE

rebirths just as you are getting into the mission and, thus, no unnecessary loss of life. My only real grouse with the game is that the collision detection between the main Seal sprites and the enemy bullets is dubious to say the least. There can be a good centimetre between your sprite and the enemy fire, but the Seal will still be killed. This doesn't spoil an otherwise excellent game, but does make you slightly more need to be, in all, though, *Navy Seals* is a playable film licence and a welcome addition to the platform and shoot 'em up genres.

Steve Merrett

ARMY MOVES

The main sprite is a versatile fellow and, like his movie counterpart, he performs lightning moves with ease. Providing there is a suitable ledge above him, the Seal can swing along it until he is below an adversary, and can then leap up and kill him instantly (presumably with a hidden knife). In addition, he can crawl and run and fire whatever weapon he is holding. These weapons range from a repeat-firing handgun to a larger, quieter rifle. By far the most visually impressive and deadly ornament, though, is the flamethrower which incinerates up to two people per shot.

As the SEALs progress, the missions get harder, with more bombs to set, a shorter time-limit and an enlarged unit of more vigilant guards. The key to success is memorising a route through each level, and using the assorted lifts and short-cuts to your advantage.

Although the SEALs are an agile bunch, tailing too far reduces their energy substantially, and can often kill them.

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One of the better film tie-ins of late...

GRAPHICS	83%
SOUND	77%
LASTABILITY	80%
PLAYABILITY	85%

OVERALL 84%

THE FILM

Combining the talents of ex-Young Gun, Charlie Sheen, and Aliens favourite Bill Paxton (who had been pencilled in for the lead role in *Hardware* but had to cancel due to Seal commitments) and Michael Biehn, *Navy Seals* is an all-action, gun'n'noise film, with the usual array of big bange and one-liners. The film has yet to be released over here, but from the short trailers we have managed to see, it looks to be typical fare in the vein of *Arnie's Commando* and a good dollop of *Aliens*-esque camaraderie.

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DAS BOOT



Submarine simulations might not appeal to Top Gun freaks, but for those of us who get off on the idea of wearing chunky polo neck sweaters, boots and sending thousands of tons of shipping to the bottom of the ocean, they're a must.

Das Boot attempts to offer an in-depth game along the lines of the hottest fight simulations like *Falcon* and *Stealth Fighter* and place them in the authentic World

War II setting of a German U-Boat.

The manual looks daunting, but much of it is (well-researched) detail while the game is quite easy to get to grips with. Opting for *Baltic Training* may not be the equivalent of a cruise round the Agassiz, but it's definitely a good idea — not only to accustom yourself to the ship, but also to get a taste of the action sequences which take place both on the surface and

there's time for you to get your eye in with some torpedoing.

When you're ready to go into action you get the chance to alter the detail of the simulation. If you opt for total realism then you'll find that nearly half your torpedoes fail to detonate, you have to limp off to base to effect any repairs of consequence and that your equipment is less than perfect. Unless you're a real train-spotter you'll bend the rules for the sake of enjoyment.

There are five missions to tackle, beginning with a patrol in the Norwegian fjords. As you build in confidence, you'll find yourself hunting destroyers in the Arctic, slipping through the Gibraltar straits in fog, savaging supply con-



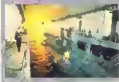
The German U-boat was a boat within a boat. It had a double hull made up of a strong inner and a thin outer shell.

underwater. You'll find yourself negotiating minefields, fighting off air attacks, shelling enemy ships from the deck gun, and avoiding depth charges. Naturally.

SCREEN SCENE

DAS BOOT

In its original form *Das Boot* was an epic TV tale, adapted by Wolfgang Peterson in 1981 from a novel by Lothar-Günther Buchheim, that became the most costly German film ever. The story follows the perilous life of the crew of a U-boat patrolling the Atlantic during WWII. There's no glamorisation of what was a frightening and cruel job conducted in inhuman conditions. It was later shortened for cinema release to just over two hours, but really should be seen in six hours plus form in which you not only cease to view the crew as the enemy, but learn what claustrophobia really is. Brilliantly shot and thoroughly absorbing there's never been a better submarine movie.



MINDSCAPE £30.64

Submarine war sim that doesn't plum the depths

GRAPHICS	82%
SOUND	68%
LASTABILITY	88%
PLAYABILITY	85%

OVERALL 84%



The U-boat was designed for a maximum diving depth, which ranged from between 50 and 250 metres, and if it exceeded this it was crushed like an egg shell.



The natural U-boat weapon was the torpedo. The German torpedo weighed over 11 tons and carried an explosive charge of 300 kilos.



voys in the North Atlantic, and chasing an enemy sub in the Bay Of Biscay.

The game is played from a number of different screens depending on whether you're on the surface or not. Up top you can stand in the conning tower and sweep around the horizon with the binoculars. Below there's the control room where the periscope is and then the various other nexus points of the sub: torpedo room (where you can select the type you use from acoustic, magnetic or looping), the engine room, map room, and radio room.

Communications and new

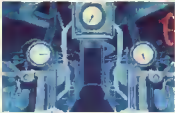


orders are reported to you via on-screen messages, and clicking into the radio room allows you to decode them, but when you send signals don't forget to encode them yourself. If you forget the enemy respond by thanking you for the information and then blowing you out of the water.

The game is absorbing and the action sequences are good, but while *Das Boot* strives to achieve the kind of quality found in the class flight simulations, it does fall



U-boat 570 was one of only a few German units that were captured during the course of the Second World War. The sub was badly crippled by depth charges and the crew surrendered. A year later the HMS Graph, formerly the U570, entered active service for the Allies.



short. The graphics, while far from disappointing, lack the polish to make you sit there and flip through the external views and gasp. On top of that the scrolling is jerky in places. There is sound, and whilst you don't expect to hear much underwater, far more could have been done to supply atmosphere – at no time playing *Das Boot* did I really lose myself in the game, surely the acid test for a top drawer sim.

Mike Pattenden



Conditions on the U-boats were cramped and claustrophobic.



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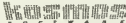
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As can be expected from Sierra, *Quest For Glory* begins with a very unlikely tale of one man and his magic carpet. As the game's hero and the driver of said blanket, whilst on a routine(I) scout through the skies of the mysterious East, a rogue spaceship struck your motorised Aaminster and forced you to land in the middle of two cities. Quite why you escaped unscathed beats me – after all, a two-thousand ton lump of super-heated spacecraft would probably cause more than a bumpy landing – but, being a lucky beggar you end up stranded in the middle of

nowhere. After arriving at the Kattas Tail Inn your first problem is finding your way around the souk, a labyrinth of narrow alleys. The purchase of a map seems a top priority, but unfortunately you are only carrying gold, and cannot buy one until you have changed this into Dinars (I wonder if they accept Dinars Card!), the local currency. But how can you find the moneychanger without the map?

In keeping with most Sierra titles, the solution to problems is to ask the right person the right questions. There are characters aplenty in the play area's assorted

village squares and shops, and many of them are quite helpful. Indeed, there was a general consensus that a Saurus is an essential form of personal transport for crossing the desert to Flashair. And I was told that these fine creatures never let you down – trust mine to be an exception to the rule! The cowardly beast tossed me and bolted at the first hint of trouble, leaving me to face bandits, scorpions, or whatever nesties the desert throw at me!

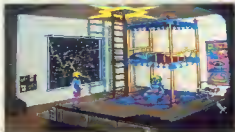
At the outset, the player must create the type of hero he wishes to be. Choose from Fighter, Wizard, or e

Thief, each of whom can be fine-tuned by distributing 'top-up' points to attributes such as intelligence, magic, stealth, vitality, etc. The way the game plays differs according to the main hero style chosen, and more marginally according to the

QUEST FOR GLORY II TRIAL BY FIRE



In the centre of town, our unlikely hero prepares to enter the desert and the adventures within. Soon you'll encounter murderous bandits and giant sized scorpions with more than a sting in their tail.



Eastern bunkbeds?! That shabby looking 'squisser may be able to help. Watch out for the belly dancers (Tuesday nights only)



QUEST FOR GLORY II
TRIAL BY FIRE

added top-up points. Having decided to become a Wizard, as soon as I had the relevant gear I headed to the magic shop for a spot of shopping for a few spells. Keapon Laifin, the spell emporium's proprietor, has a neat turn of phrase, but inspires little confidence, although he can navigate his emporium in a way that disproves my perception of it as merely an optical illusion.

The Enchantress was next on my visiting list, and it was quite tricky getting into her sumptuous apartment. After having a cup of tea, I asked

her a few pointed questions, expecting to receive a crash course in practical magic, but it must have been the silly questions I asked that let me down. On, then, to the astrologer, who seemed particularly reticent about what the future held in store. And what he did predict he soon discounted: 'Now! It will never happen!'

Quest For Glory II has a gentle sense of humour, and its puzzles and problems lend more to the logical and less to the intuitive than previous Sierra offerings. And there's plenty of play before the end of the game is reached. After ten hours or so I've only scored 55 out of a possible 500 (OK, so I'm

dimmer than your average wizard!). Nevertheless, after completing the game once, there are still the methods of two other heroes to exploit. I liked this far better than the most recent Sierra releases and rank it almost on a par

with *Space Quest*. If you enjoy playing Sierra's trade mark games, you'll love this. If you've never tried a Sierra adventure, here's an ideal starter for you.

Keith Campbell

QUEST-IONS, QUESTIONS

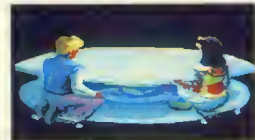
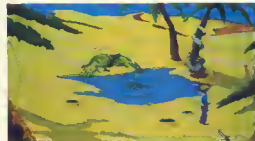
Quest For Glory II is a '3D' graphic adventure, in which your character is moved about the screen using the arrowed cursor keys, mouse, or joystick. The character is animated, and can pass behind foreground objects (hence '3D') and through doors, up steps, etc. Moving through an exit takes the action to a new screen, which usually loads from disk. This can be a rather lengthy process, depending on the amount of detail and possible action in the screen that's loading, but owning a hard disk will limit the time greatly reduced.

Commands other than movement are entered in text directly from the keyboard. Hitting a key opens up a text window superimposed over the graphics. Hitting RETURN executes the command and removes the window. Reply windows time out if not removed sooner by hitting RETURN. The game goes into 'combat mode' when the player is attacked, and he is trapped into fighting the beast or monster as best he can for his hero type. Sound effects and music accompany most of the action. Sierra music is often very catchy, but due to the Arabian flavour of this game, I found much of the music bordering on dirge.

Having the correct game position is highly recommended, but the manual is sadly lacking. It is necessary to have a pre-formatted disk available, and it is quite disconcerting when, after following the game's instructions, the computer insists that the disk is full. To overcome this you should follow the specific instructions for saving to diskette in MS-DOS (select 'change directory' and back space over the directory shown), and then enter DFO: in place of the :: required by MS-DOS. This also applies when loading a saved game the first time after booting up for a new session.

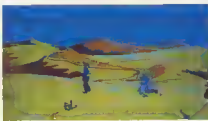


Inside the shop all manner of useful spells and potions can be found - with more hidden under the counter. Choose from a vast array of chemical compounds and magical mixers.



Above: Wandering through the massive desert landscape our hero encounters an unusually ally.

Left: Taking tea with the Enchantress is a useful way to learn magic - providing you ask all the right questions.



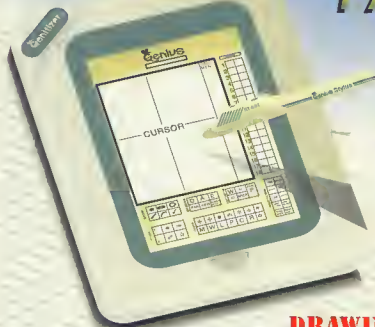
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PLAYABILITY	78%

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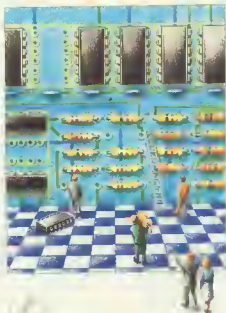
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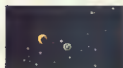
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The Traveller table top RPG gave its players the chance to pilot huge space craft across the galaxy, lead the life of an intergalactic mercenary or just while away the days in a bar in Andromeda potshotting tourists with a Gauss Gun. The computer game holds true to its pen and paper original and should quickly establish itself as one of the best sci-fi role-playing games around.

First up is the party generator. Five characters have to be designed, enlisted in branches of military service to acquire skills, then equipped with weapons and

armour. From there they find themselves in a bar on the Planet Elate, sipping whatever intergalactic mercenaries drink, when a woman bursts in and hands the party hail an impenal seal and a hologram player. Hot on her heels is a group of heavily armed men who open fire on both her and the party. This dumps you straight in at the deep end: a fire fight.

All five characters are shown as one icon, which can be moved around a planet with the cursor keys, joystick or mouse. When combat starts the party is split into its five component characters, which is where





Some planets have heavily polluted atmospheres. The party will perish without their respirators.



Trading, banking and game saves are all dealt with at starports. Customs also reside here, and will confiscate any illegal weapons.



The good, the bad and the really ugly all feature. Some characters are friendly, at a price.

Rocket launchers and grenades aren't environment friendly, as you can tell by the critters.



things can get a bit confusing. Combat takes place in real-time, so each character has to be told what to do at the start of a battle. They can reload their weapons, move, chuck a grenade or shoot. If they're facing a lot of bad guys their orders need to be constantly updated and



unless you're really familiar with the control system this can often be a very complicated procedure.

During this brief encounter the heroes are informed that they've got to capture Konrad Kreier, the boss of a backwater planet who's letting the Imperium's enemies use it as a base.

The variety of weapons are enough to make Saddam Hussein go weak at the knees. Pistols, machine guns, assault rifles, laser weapons, plasma guns and

multiple rocket launchers make up the arsenal. Although lots of these weapons are banned on some planets (they can still be smuggled through customs). For those on the receiving end there's a wide range of armour available, which starts with toughened leather jackets and ends with the almost indestructible Battle Dress.

By reading the manual you get a good idea of how big the game really is. It took me a long time to understand the basics of

party movement and control. Once I had that licked it was onto the space section, which is also very complicated.

Back to the manual again. Part one of the mission involves earning enough cash to kit your ship out for a long hyperspace jump. To earn money you can resort to a life of crime. Mugging innocent people or turning your hand to space piracy can be very profitable, but this attracts interest from the authorities. There are 'nice' ways of making money.

Trading can be profitable, as can bounty hunting. You can also go on missions set by NPCs, which usually require the recovery of a particular object.

In part two you have to track down and wipe out Kreier. This is where your characters need to employ all their skills and equipment. The puzzles, traps and gun battles become more frequent and there isn't time to turn back to the manual.

If you're a fan of the Traveller RPG, or are prepared to sit down and learn

how to play what is an absorbing and entertaining game, then this is a definite must.

Merk Patterson

EI £30.64

Fantastic RPG with loads of puzzles...

GRAPHICS	68%
SOUND	65%
LASTABILITY	90%
PLAYABILITY	80%

OVERALL 88%

MILITARY SERVICE

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MIRROR, MIRROR ON THE WALL SEND ME THE BEST OF THEM ALL

3D POOL was hailed as 'fast, realistic, playable, addictive fun' and given a CU rating of 81%. The game's many options include practice, the tournament, and a chance to try out 15 trick shots. The pool table can also be viewed from almost any option. Once the art of topspin and backspin are conquered, try for a flashy Humane Higgins style to beat Maltese Joe in the championships!

CARRIER COMMAND requires you to protect and defend a valuable form of volcanic energy. Luckily, you are aided by super-duper aircraft carriers. The game was admired by many fans and commanded a CU rating of 90%. One of the first interactive strategy/action titles, 'Carrier Command' is one of the best games ever to appear on the Amiga.

XENON 2 outshone many with a wonderful array of nasties and an awesomely destructive ship. The space

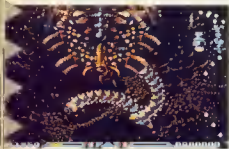
craft could obtain at least twenty weapons including side shots, power-ups and electroballs. Do battle with space snails and metallic

droids. *Xenon 2* received a rating of 88% and earned high praise indeed: 'it's what you bought an Amiga for'.

THE THREE STOOGES must surely be one of the funniest games ever. The gruesome threesome promised to save an orphanage from a heartless landlord, and the ensuing scenarios include a Pie Fight and a Slap Fight. 'Out of all the games I have played on the Amiga so far I enjoyed *The Stooges* the best,' claimed our reviewer and awarded it a healthy 80%.

WATERLOO earned a well deserved score of 88%. Great 3D graphics enable you to view the course of events from any position. *Waterloo* takes historical accuracy to the limit as you rely on runners for information. Therefore prepare plans well in advance as the state of play can be out of date or inaccurate.

Don't let **PASSING SHOT** pass you by if you're a devotee of white clothing, as it must be one of the most comprehensive tennis games. Try out different playing surfaces - do you have a preference for clay or grass? Emulate a real pro and wander across the globe playing in all the most important tournaments. Isn't life tough at the top!



100



R E WALL, ST GAMES

Win! A gameplayer's dream come true... some lucky person will receive an entire year's supply of Mirror Image games (a grand total of 26). The sun also shines on ten runners up, who get a game of their choice from Mirror Image, the brand new retrospective label from Mirrorsoft.

Some classic 16 bit games will be re-released, including *Carrier Command*, *3D Pool*, *Xenon 2*, *Waterloo*, and *TV Sports Football*. To whet your appetite, we time travel back to yesteryear's reviews and see how the games were received.



TV SPORTS FOOTBALL achieved a rating of 83% and was greatly admired for great graphics and the wacky American anchormen who were pure cheese cake. Learn about the great strategy game of American football. You can choose from league or exhibition matches, so get ready for touchdown!

SKY CHASE is the aim of this game: 'blow your opponent out of the sky as many times as possible'. Air combat at its best. Play against another player or the computer. The screen splits vertically down the middle, with each player having a view from the plane. The cockpit display shows speed, altitude, ammunition, etc. So loop the loop and make the money in your pockets fall out.

competition

And now for the amazingly hard bit - answering the questions! Don't be lazy; this could be your big chance for fame and glory. Wrack your brain over these little teasers.

- 1 Who were the generals involved in the battle of Waterloo?
- 2 What are the names of The Three Stooges?

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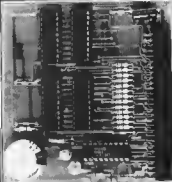
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VISA

SCREEN SCENE

Eighteen months ago, the shelves of your local software emporium would have been groaning under the weight of countless *Ikari Warriors*, *Leatherneck Victory Road*, *Warrior* yomp 'em ups.

Consequently, in these days of multi-disk epics and stunning advances in game design, it is more than a little odd for another of the gun-toting genre to make an appearance. Still, originality aside, what *Warzone* does provide is eight long stages of well presented and suitably hectic 'shoot 'em up' action. Core makes no apologies for *Warzone*'s derivative nature and their main intention when starting the project was to wipe the floor with its many predecessors. In addition, they haven't wasted time on a scenario — after all, we all know the score: 'soldier meets guerrilla, guerrilla gets killed by soldier, soldier repeats process until the end of the game'.

Warzone is made up of four

separate stages, each of which is split into two halves. Initially armed with a paltry rifle, the two heroes must be guided upscreen, cutting a swathe through the numerous enemy soldiers and installations that appear from all sides.

However, rather than allowing them a free run of the screen, manoeuvring is impaired by the addition of narrow tunnel systems which restrict the range of your firepower and give the enemy a slight advantage. However, in their favour, the two soldiers can collect a series of more powerful weapons, which are located within slim white cases and supply the heroes with flamethrowers, laser-rifles, and grenade launchers, all which can be upgraded for up to three times more devastation.

The enemy forces are represented by hundreds of fool soldiers who are armed with machineguns and rifles, along with ground-based installa-

tions, such as gun turrets which can only be taken out with an upgraded weapon, and the usual array of jeeps and tanks. As they appear, spewing flak all over the screen, contact with them and their bullets must be avoided at the pains of death. The two soldiers start each game with three lives in tow, each of which is bolstered with five hit points. Whenever the heroes are on the receiving end of a bullet, one of these points is depleted, and when all five are exhausted not only is a life lost but the last power-up or weapon, too.

There's no doubting that Core have succeeded in their attempt to breathe new life into the ageing *Ikari*-style blast, and the sheer number of neat touches and additions that have been made add to the action perfectly — especially the burning corpses of an enemy squaddle on the wrong end of the flamethrower! The

range of enemy installations and bases are brilliant, as are the four varied backdrops, and when you consider how much is happening onscreen it is a surprise that it doesn't slow down. In all, *Warzone* is a fast and well-paced blast, with plenty to see and shoot and, while it's not worth a Screen Star, it's still worthy of consideration.

Sieve Morrett

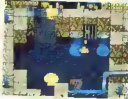
CORE DESIGN £20.99

Superior Ikari Warriors clone with plenty of action

GRAPHICS	80%
SOUND	75%
LASTABILITY	73%
PLAYABILITY	80%

OVERALL 79%

WARZONE



A-TT-EN-SHUN!!

The military shoot 'em up first appeared when those gun-toting twins, Vince and Paul, showed in the first of the never-ending *Ikari Warriors* series. At this point, practically every developer in the country started work on similar style games, with Infogrames' week *TNT* the first past the post. Apart from Elite's official *Ikari Warriors* conversion, only Sieve Bak's *Leatherneck* — which was distributed through MicroDeal, came up to scratch — and it was also the first game to incorporate a four-player mode. After a while, and after each direct war victory road, *Dogs Of War* (again by Bak), and *Guerrilla Wars* hit the streets, the sub-genre fell out of favour. Now that Core have revived it, who'll be the first back on the bandwagon? After all, U.S.G.'s *MERCs* conversion is just round the corner, and who can tell what's following...



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JK WORLD CHAMPIONSHIP SQUASH

There's something worrying about a game in which the sole aim is literally to thrash the ball against a wall more times than your opponent. Played by fleecy office workers and old school types for whom one more rung on the squash ladder is one step nearer the boardroom, it is a game singularly without glamour. That said, Jahangir Khan hasn't done too badly and is regarded as the Steve Davis of squash. With six world championships and nine successive British Open titles under his belt, he only loses in leap years or when he plays with the racket held between the smallest toes of his left foot. It may well come as a shock to him then when he learns that he has recently lost forty on the trot in the inaugural CCI Amiga Amateur Challenge

League. Laughed off the court and out of the showers his name is now synonymous with failure. Thanks to some dubious ball bounces.

You can imagine the problem of programming a game of squash when you have to show the ball bouncing off four different walls at various times. Krsalis has chosen to show the game from above at an angle rather than looking straight down on the court which would have made it difficult to ascertain height or depth. It's a compromise which doesn't work. When you add that to the small, poorly animated figures and their seeming lack of ability to play a variety of strokes (or even a backend) then you begin to understand that JK's Squash doesn't really cut it as a

sports simulation.

There's plenty of options which cover league and championship play. You can play with different balls, change the time of matches, and display player statistics. However, no amount of frills, or intermeddled digitised pictures, can disguise the limitations at work here.

Mike Pattenden



KRISALIS £25.53	
Let down by unrealistic ball movement...	
GRAPHICS	63%
SOUND	80%
LASTABILITY	58%
PLAYABILITY	59%
OVERALL 61%	

QUADREL

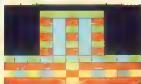
Using the popular belief that simple games are the most fun, Quadrel attempts to dispel this. In the past, such puzzling classics as Tetris, Puzzle, and Block Out, have built up a reputation for solid, if limited, fun with the emphasis on stretching the grey cells rather than the reflexes. With Quadrel, though, the all-important idea behind the game just isn't enough to sustain interest and consequently we are left with a very bland 'paint the squares' affair.

The game is split into a number of beige levels, each of which are broken up with a pattern of crossing lines and shapes. Below this main area are a limited selection of four

coloured paints, and these must be used to colour the screen. However, this apparently simple task is made harder thanks to a rule that means that two squares of the same colour cannot be placed next to each other. Thus, strategic plotting is required before the screen is fully painted and the next level reached—especially since the number of paints available decrease with each stage.

Although the addition of some extremely tough levels and a two-player mode add to the game's longevity, I don't think that anyone will be bothered to see it through to the end as the game is basically very dull. In terms of presentation, there is very little to raise it above the norm, and the slow nature of the gameplay is the final nail in the coffin. In all, Quadrel has a lot of potential as a game idea, but Loriciel's implementation leaves a lot to be desired.

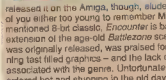
Steve Merrett



LORICIEL £25.99	
Slow and terminally dull puzzler - avoid	
GRAPHICS	34%
SOUND	42%
LASTABILITY	33%
PLAYABILITY	48%
OVERALL 37%	

ENCOUNTER

Blimy, this takes me back a bit! One of the first games I ever had on my trusty but now deceased (sniff) C64, *Encounter* was also the first game to appear from the Howard Hughes of the programming world, Paul Woakes and was the prelude to such classics as *Mercenary* and the much-delayed *Damocles*. Quite why Novagen have



released it on the Amiga, though, eludes me. For those of you either too young to remember Mr. Woakes' aforementioned 8-bit classic, *Encounter* is basically an extension of the age-old *Battlezone* scenario, and when it was originally released, was praised for its (then) stunning fast filled graphics – and the lack of glitch associated with the genre. Unfortunately, what you considered hot and stunning in the old days now looks decidedly dated.

The basic idea of the game is to patrol an oddly coloured desert and take out the enemy space ships and missiles before they get to you. However, punctuating the barren landscape are a series of metallic columns, and these can be used to deflect shots and to hide behind. And that's it. Each level plays host to a set number of enemy craft, and once these have been cleared, its off to an asteroid field for a spot of debris dodging before

access to the next suitably gaudy stage is granted. Although this may sound a little damning, there's no doubt that *Encounter* is a playable little blast. The graphics, whilst not pushing back any barriers, are smoothly updated and the enemy ships are fast and deadly. The trouble is that there just isn't enough to do, and when you consider that Novagen are asking twenty odd quid for it, I don't think that pure nostalgia offers enough for your money.

Steve Merrett

NOVAGEN £20.42

Old 'uns are not always the best 'uns

GRAPHICS	65%
SOUND	45%
LASTABILITY	34%
PLAYABILITY	56%

OVERALL 57%



DISC

In the distant future, disc throwing has evolved into a deadly gladiatorial contest between rival athletes.

Set in an enclosed arena, both combatants occupy raised platforms, and are armed with electrified flinches. The two players are separated by a deep canyon, certain death looming if either player should lose their balance and plie over the edge.

The aim is to defeat an opponent by either blasting away the tiles beneath him, destroying his energy level with repeated blows to his body, forcing him into the abyss or scoring the most points within an overall time limit.

Each horizontal tile is also represented by a corresponding vertical block. Throwing a disc at an opponent's vertical tile, and hitting it several times, will cause both the vertical and horizontal tiles to disintegrate. By careful shooting, it's possible to isolate a player on one square, or blast away the ground beneath his feet.

It's possible to improve your individual rating through seven grades up to Great Guide status by defeating tile in opponents of varying ability. A training option helps you to grasp the basics of the game without affecting your overall grade. The joystick controls are fairly straightforward and allow you to throw the discus with a fair amount of accuracy and parry incoming shots by raising power shields.



A player can choose to enter a tournament and face random opponents from any grade, play in a championship and fight his way up a league table, or use the challenge option to pick off against specific characters. Watch out for the mystery boss. Hit one of these and you'll be rewarded with a faster disc, shields or a number of other enhancements. From time to time, a third participant will also enter the fray and attempt to interfere with the flow of the game – he's also worth points if you can hit him.

Disc is a fast paced futuresport, especially when in two-player mode. The

sprite animations are competent and scamper across the pitch in a realistic manner, even doing backward somersaults to reach isolated platforms. Unfortunately, once ahead on points and in possession of all the discs, it's possible to sit back and wait for the clock to count down. Your opponent is powerless to interfere and once the final whistle sounds, you've won the match. If you're prepared to overlook this irritating quibble, Discs is one of the best futuresports on the market.

Dan Silingsby

LORICIEL £25.99

A pacy game for those with slipped discs

GRAPHICS	75%
SOUND	60%
LASTABILITY	74%
PLAYABILITY	78%

OVERALL 74%

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Julian was really surprised when he attempted to kick uncle Quentin and was sent home!

Our live heroes are full of jolly banter which is

reflected in the text. Phrases such as 'Lawks! That hole looks frightfully deep. I do hope no one falls into it' and 'lashings of ginger beer' are all true to the book's style.

You can play any of the five and switch between them during the game, although Timmy is far more interested in chasing rabbits and sniffing trees! The rest of the five usually follow your character around, but don't be surprised if they go off on their own far even more jolly japes.

Five On A Treasure Island is a very risky licence which has been produced in an absolutely super way. It's a faithful reproduction of a book that has thrilled many children over the years. Fans of the book will adore this, anyone else might just throw up.

Mark Patterson

the super Five as they embark on a spilling adventure to a mysterious treasure island.

Based on the book *Five On A Treasure Island*, we find our courageous heroes Julian, Anne, Dick, George and Timmy the dog holidaying with their Aunt Fenny in

the town of Kirm. Nearby is the mysterious Kirm Island and its hidden treasure...

The game is a run of the mill adventure with some natty pictures. The puzzles are usually quite straightforward, though some really do need some brain-work. None of the five can get hurt, though they seem to be good at getting lost or trapped.

The parser is jolly whizzo. It understands lots and lots of commands,



Pip! Pip! Isn't it rather splendid to be middle class? Terribly nice (junks for the Famous Five (Goodness know what they're famous for!))

ENIGMA £24.99

Terribly smashing antics for nostalgia buffs...

GRAPHICS	78%
SOUND	N/A%
LASTABILITY	74%
PLAYABILITY	78%

OVERALL 75%

I PLAY 3D SOCCER

Trying to recreate a fast sport like soccer within the restraints imposed by the Amiga and its capabilities is a very brave step. While Simulmondo's effort is undeniably faster than MicroProse's game, it still doesn't come anywhere near the realism or speed that are necessary. Once a massive series of decidedly user-UNfriendly options have been bypassed, and the required options chosen, the game itself begins with a quick recon of the pitch, before the in-game view centres behind your selected player.

From this view, the computer then traces moves as the player whizzes all over the pitch in a vain attempt to gain possession of the ball. Where *I Play* fails is within this all-important control area.

Although well animated, the player is cumbersome and slow to respond.

When coupled with the disorientating viewpoint, the game becomes confusing to play. I spent most of my time whizzing around the fast-moving pitch, whilst trying to coax my teammates into giving me the ball. The full range of moves available include dribbling runs, huge punts and the usual

array of throw-ins. To their credit, Simulmondo have also incorporated almost all of the original's rules - including off-side. The trouble seems to be unwieldy control and unexciting action. The result is a very smart looking game with very little substance.

Steve Merrett

IMPRESSIONS £19.99

A good effort, but sadly lacking in gameplay

GRAPHICS	65%
SOUND	63%
LASTABILITY	41%
PLAYABILITY	49%

OVERALL 53%



R-TYPE

One of the most addictive arcade games, this conversion retains many of the original features. A truly playable game which can bring out withdrawal symptoms of sweaty palms and itchy fingers if you go too long without the *R-Type* experience. Once again, a life and death battle is being fought in outer space. Your job is to save the universe from some very strange looking creatures. Defend yourself from weird robotic killing machines and vicious reptilians with venomous spittle. By shooting enemy aircraft, valuable weapons can be collected.



One of the most effective is the Force (and may it be with you), which can be attached to the ship's front providing a force field against foes. The eight levels of combat provide different arenas of gameplay and excitement. The multifarious aliens are visually interesting and a real challenge to destroy. Especial nasties are the almost invincible snake-like creatures whose Achilles heel is a blue orb on its belly. How the mighty fall! A useful tool

is the maximum killer beam, obtained by keeping the finger pressed on the fire button. It's a deadly weapon which can blast through three aliens. *R-Type* is a challenging and difficult shoot 'em up. A great game to become absorbed in if life has become too easy.

OCEAN/THE HIT SQUAD £7.99 OUT NOW 91%

OPERATION WOLF

Maniacal, homicidal terrorists will go apeshit over this game. Flak jackets are the essential fashion accessory when playing *Operation Wolf* – the ultimate suicide rescue mission, in which the enemy shoots at you from the screen. Your task is to destroy everything in sight Or almost. Murdering innocent civilians or hostages is frowned upon. In fact, your

conscience suffers so greatly that your energy level drops as low as a Vietnam Vet's. However, it is permissible to terminate animals, so cheer up. Quite handy, as some beasts drop a load of ammunition as they gasp their last.

There are six levels to slaughter your way through, ranging from jungle terrain to concentration camps, where you must rescue hostages. Use bullets sparingly as supplies are limited, and save grenades for tanks and helicopters.

The bright and colourful graphics make this a jolly romp. The large sprites which seem to loom very close are a genuine threat to contend with. The sound-

track emulates gunfire convincingly, so turn the volume full on. *Operation Wolf* will be appreciated by Rambo lovers. The difficulty level of this game is fairly high, so chances of becoming bored are limited. The prospect of dying time and again will fail to deter even the most hardened of punters from trying to reach that elusive sixth level.

OCEAN/THE HIT SQUAD £7.99 OUT NOW 71%



Money too tight to mention? Bank balance edging further into the red? Fear not! Fiona Keating takes a monthly look at cut-price budget and compilation games that won't burn a hole in your pocket.



THE WINNING TEAM



An eclectic collection of games from the stables of Domark. A truly bizarre box of tricks which range from puzzle games to cope 'n' robbers.

Escape from the Planet of the Robot Monsters is probably the most enjoyable of the pack. Imagine yourself as a lantern-jawed hero liberating hostages and destroying rampaging robots. The game has very amusing touches, watch out for

the impaler, which can leave you feeling holier than the pope! *Escape* has great appeal for romantics who love naking death just to walk into the sunset saying, 'Gee, it was nothing'.

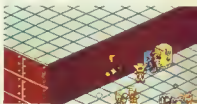
Coming down to earth with a bump, *APB* (Att Points Bulletin) involves arresting the scum of the streets. Catching an offender is great fun. Obtain a confession and earn a pal on the back. But kill an innocent bystander and get bawled out;

the chief literally breathes fire! Unfortunately, the graphics are disappointing, the road being a disgusting purple hue. A game which has many fans, *APB* is ok, rather than a laugh 'Hill Street Blues'.

Klax is either a very addictive or annoying puzzle game, depending on whether you go wild for stacking coloured tiles. The object is to make *Klax*es - same coloured stacks of tiles. Your paddle can hold up to five tiles, so aim to be a super hod carrier. Should you drop more tiles than allowed, or if all the bins become full, the game will end. A speed up option will make the tiles come whizzing towards you, so watch out! *Klax* is a potentially absorbing game although it does not have much depth nor does it need much brain power. Best played when in zombie mood. *Validators* will be your nirvana if you love busting your way through a booby trapped landscape. On a merry path of mayhem, destroy control centres and enemy tanks. Equip yourself with Battle stars which bestow smart shots and bomb

cannons. What more can one ask for? Perhaps better graphics, as these are fairly rudimentary. Have fun getting lanked up and blasted to kingdom come with *Validators*.

Cyberball is futuristic entertainment for would-be Jerry Rices or Joe Montanas. An extensive knowledge of American football is needed. Otherwise, prepare to be teased by terms such as offensive and defensive modes, plus laterals and blitzes! The action heats up when a damaged player



explodes in possession. Be wary of the ball's status as it can explode, destroying anyone in possession. *Cyberball* is not the most addictive game to play as it is very static with limited animations. The players seem arithmetic and old before their time. Play it as a last resort.



OOMARK OUT NOW
£29.99 89%

Monster by name, monster by nature. Three very different and challenging games to while away your whole life.

Shadow of the Beast was probably one of the most hyped games ever, and not without justification. The stylish graphics were some of the best to be seen. A nice touch was portraying the hero as a hideous, misshapen creature. The great variety of monsters are awe inspiring. Indulge in fierce combat with giant green ants, winged harpies and neanderthal-like apes. Over 350 scrolling screens and 13 layers of parallax in both the ground and the sky should keep the appetite whetted, as will the scenarios which appear in between the arcadey sequences. Unfortunately, the action does not match up to the excellent graphics and animation. Fairly standard beat 'em up action which gets routine after despatching a seemingly endless array of exotic beasts. A great game to be admired for its wonderful graphics and highly addictive quality.



THE MONSTER PACK

Your mission in *Infestation* is to seek out alien eggs and destroy them with cyanide gas. Not terribly sociable but the title is tough, n'est pas? Surprisingly, the graphics are rather uninspiring. There is not much detail in the terrain of Alpha 1, nor will the creatures that you encounter provoke much anxiety or terror. However, this is compensated by the great depth this game has - there is the surface to explore, plus travelling through the corridors and rooms of the complex which contains the enemy. *Infestation* is supposed to be a space fantasy but is really an intergalactic bore. A shame to say that the most interesting thing that can happen is being poisoned by vicious moon marauders.

Get tufted up for *Nitro*, a Wacky Races style car game. There are over 30 races to compete in, and over 4 different types of terrain, in day and night sections. Choose between three cars. Are you in Formula 1, sports car or turbo buggy mood? As you race along the tarmac, collect cash which causes waiting in the breeze. Buying equipment from the shop is great fun. Kill yourself out with a better engine or a nitro booster which will have you zipping around like a manic Herbie. The graphics are well presented with much detail, ranging from buildings to grassy banks and stone pavements. *Nitro* is a great exponent of the racing game which (forgive the pun) will run and run.

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Always attack
magic users
first. If you
hang around
for too long
they'll summon
extra
characters.



BARDS TALK



Only a band of untrained wimps stands between the Mad God and total power. By following CU's train-a-hero guide they just might stand a chance. . .

him an arch-mage before attempting the first dungeon.

Monks are incredibly useful beings. Until they reach level six they should be armed, after

that their bare hands do more damage

ing constantly to recharge spell points and provide extra attacks during combat. Don't use your harmonic gems, it's no trouble to stand out in the sun to recharge spell points. Use figurines to get extra characters.

As soon as the party has enough experience to advance a level, take them to the review board.

CHARACTERS

The best combination of characters is a paladin, monk, bard, rogue, conjurer and magician. Put computer controlled characters in slot four and move the rogue to slot five. He can hide in the shadows and leap out to attack no matter what position he finds himself in.

Make sure one of the mages learns all the spells from every class. This makes things difficult to start with, but it pays off in the long term. The other mage has to advance through spell classes as fast as possible. Try to make

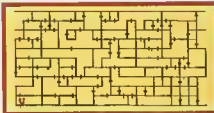
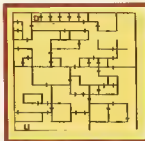
SKARA BRAE - THE RUINS

When you've created your first level characters and collected some basic equipment from the supply dump opposite the city gate, the next thing to do is gain some experience. Don't venture into the dungeon yet, your party won't survive their first encounter. Start off by cleaning up the town. Killing Hookfangs, snakes and warriors is a great way to build experience. Keep bard songs play-

SKARA BRAE - THE CATACOMBS

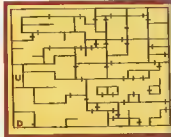
Once the party have got a good range of offensive spells, it's time to descend into the Catacombs. Use shield spells to keep the party well protected and bard songs to provide the chance to run away from difficult confrontations. Attack large groups of single monster types with mass damage spells such as Dragon's Breath and War Strike.

When the party is sufficiently experienced it's time to move onto the real last, Unterbrae.



Left:
Catacombs 1

Above
Catacombs 2

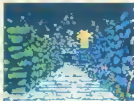
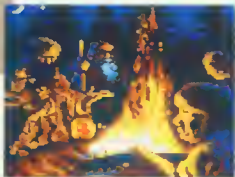


Right:
Unterbrae 3

HINTS AND TIPS

- Try to find a Shadow Shiv, this is the best weapon for a thief
- Dayblades are the first powerful magical weapon you'll come across
- Use Harmonic gems very sparingly. Save them for the later levels
- Don't forget that a thief can reach any target during combat
- Low level spells like Arc Fire are very powerful when cast by high level characters

ALE III



INTERBRAE LEVEL 1

Go back to the priest at the entrance to the Cetacombs and tell him Tarjan. He'll descend any further into Unterbrae until you have some really powerful spells such as Stone Touch and Mind Blade. Keep returning to the guild for more spells and advancement.

The stairs to level two lie in the far north of the level, along with a magic mouth. When the mouth asks you for the rhyming word tell it Blue.

INTERBRAE LEVEL 2

The going gets tough when you reach this level. Undead creatures now

have the power to age a character. This is the last level where you can afford to get into full blown combat. Towards the south of the level is a series of invisible walls. Get past these and tell the magic mouth embedded in the wall the word 'Shadow', to find the next set of stairs

INTERBRAE LEVEL 3

Take a breather. The exit's just around the corner. 'Sword' will inform the magic mouth to let you pass.

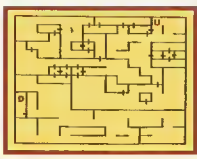
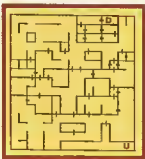
INTERBRAE LEVEL 4

The first section is one massive spinner. Work your way along the west wall to clear it. Part two is very straightforward. Keep to the west wall then sprint forward. The south wall, however, follows you right up to part three, so there's no

turning back now. Once more, keep to the west wall and head north. This is an area of magic darkness, so be careful. When you can go no further, you've reached the dark one's domain.

INTERBRAE BRILHASTI AP TAJ

Before you face Brilhasti cast shield spells. Get your bard singing any songs that could help, and then cross your fingers and enter. In the first round of combat cast Anti magic spells and, if the mages have it, Preclusion. Stone Touch and Death Strike are useful against Brilhasti's buddies, and if you have a wizard, use Baylor's Spell Bind to trap Brilhasti himself. Don't worry too much about characters getting killed. They still earn plenty of experience points if the dark one is killed and at least one member of your party is still standing. You should now have a chronomancer



Left: Unterbrae 2
Middle:
Unterbrae 1
Far Left:
Unterbrae 4

U - Stairs up
D - Stairs down

Once again, Mark 'Tip off the ol' Block' Patterson rushes to the rescue of gamers everywhere with a goody bag of amazing hits, tips and cheats to help you out.



CRYSTALS OF ARBOREA

Having trouble finding your crystal balls? Go to the main character screen, select Janel then click on the bottles icon. Now press CTRL and V to get full life points plus all the special abilities.

TURRICAN 2

Rainbow Arts' armour-clad bastion of justice isn't quite as infallible as he'd like to think. Give him a hand by selecting tune one then typing in 42 and pressing escape twice. This should make him virtually indestructible.

STRIDER 2

Strider doesn't seem to realise the Cold War's over in US Gold's Crumble hit. If it's proving a little tough for you, press help, left and 1 together. Pressing keys 1-5 will skip through the levels and F1-F4 will teleport Strider to the corresponding level.

CHIP'S CHALLENGE

Nerdy Chip is having a hard time with his girls. There's 145 levels and no light at the end of the tunnel, until now. Simply press C to teleport to the next level.



With all these budget games entering the charts we thought it was about time we pooled our collective brain cell to produce a cheats corner for cut price games freaks.

SHINOBI

Currently doing the rounds on the Flats Of Fury compilation, Shinobi originally came from Virgin in the summer of '88. For infinite credits pause the game and type in LARSXVIII.

NINJA WARRIORS

Also on Flats of Fury is Ninja Warriors, is another best 'em up about fowled clad assassins. Try pressing capslock and then typing in one of the following: SKIPPY, A SMALL STEP FOR MAN KIND, THE TERMINATOR, MONTY PYTHON, STEVE AUSTIN. After you've typed one in press capslock again.



SILK WORM

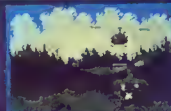
Silks Curve's arcade conversion smash earned re-release of the month in the March issue. To get infinite helicopters and jeeps call up the control options screen and type in SCRAP28. If that fails hold the help key down when you start the game and use the function keys to skip levels.

DYNAMITE DUX

Two cheats for Daffy and his mate, one sensible the other silly. On the title screen type in CHEAT for infinite lives, or NUDE for a rather penny effect.

PLATOON

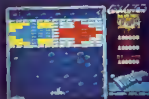
If you're out hunting Charlie in the Jungles of the Mekon and coming under enemy fire, try typing in HAMBURGER HILL on the title screen and then press F2, F3 or F4 to skip levels. When things



get really bad and the brown matter starts to hit the fan, hit F5 for infinite energy.

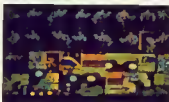
ARKANOID 2

Doh's re-released revenge is causing more than a few people headaches. Dissolve these two cheats in a glass of water, mix and swallow. Press capslock and type in DALEY88 for infinite lives or, on the title screen, type in PETER-JOHNSONWANTSHEAT then use S to skip levels.

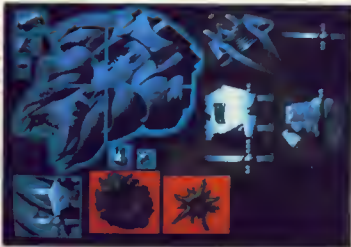


PREDATOR 2

What with rampaging Druglords, Junkies and a seven-foot-tall invisible alien tearing the spines out of everyone he meets, Danny Glover really does need some help. Pause the game, then type in **YOUR ONE UGLY MOTHER**, unpause and presto, infinite lives

**VIZ**

Virgin's rib tickling censor offender is difficult to say the least. On the character selection screen type in **WHAT A GREAT LOAD OF B****S** (be creative with the asterisks) and the border will change colour. Use keys 1-5 to skip levels

**SWIV**

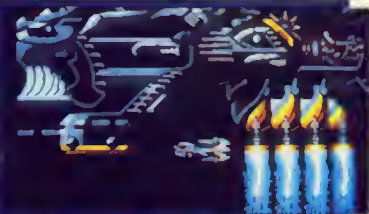
If liberating the free world is proving tough pause the game and type in **NCC-1701** (as in The Enterprise's registration number) followed by return. Unpause the game and you should have infinite jeeps and helicopters.

WIZBALL

Type in **RAINBOW** at any time during the game without pausing. Done that? Now hit pause and press **C** to fill the pot, **S** to complete a level and **T** to complete the game.

AFTERBURNER

This is one of the worst conversions I have ever had the misfortune to play. It's got duff graphics, dire sound and non-existent gameplay, making it a very bad buy. Still, if you've bought it and want to get a few more minutes' play out of the game, type in **THUNDERBLADE** when the game is paused. **G** will then replenish your missiles, whilst **N** will give you extra lives, and **<** and **>** will jump you back and forth a stage.

**R-TYPE**

Play this game until you get onto the high score table and, instead of your name, enter the name **SIMATRA**. Start the game again as normal, and you'll be blessed with infinite lives.

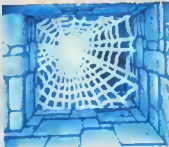


EYE of THE BEHOLDER

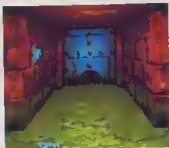
Matt Regan, looking bruised and beaten after months of exploring, emerges with the low-down on USG's epic adventure.



Encountering one of Eye's many deadly inhabitants. It's possible, though, try to plan a route so that a confrontation can be avoided.



Cities (including webs and weapons) to which of the many creatures you'll encounter can be found by scooting around.



Look everywhere, as useful items are hidden around every corner. Life can become extremely hard if you overlook one area.

STARTING THE GAME

Once the game's afoot, use the camp option immediately to gain spells for the magic-using characters. Cure Light Wounds is a good choice for the cleric, and Defect Magic and Magic Missile are standard fare for the mages. Be sure to use spells as often as possible to increase experience. When scrolls are found, scribe them in the spell book quickly! Grab the bones in the first room, as later in the game you'll have the chance to resurrect the halfling. Monitor each character's food level carefully, but don't use rations until the bar is less than half full, as otherwise it's a waste of the food.



A well-balanced team is still important, so don't take the creation screen lightly.

LEVEL ONE

This is pretty straightforward, and the map helps to guide the party. Bear in mind that the areas marked "Proposed flood control block" will change from corridors to blocked walls depending on which way the party goes at the first turning. There are two secret passages, one at each end of the arm-like corridors in the southeast part of the level. Remember that some seemingly unopenable doors require items to be placed on pressure pads.

LEVEL TWO

This isn't too tricky, provided that the party cleric is used to turn the numerous undead found here. Either have the thief pick the locks on the doors or use the silver key—don't worry, there are others hidden in each section. Put daggers in the shaped holes found on the walls, as this opens up other parts of the level. Explore the Corrections Facility and Death Section, but watch out; the monsters here are quite tough!

LEVEL THREE

The kuo-toe and hilinds that guard this level are no pushovers, so prepare offensive and protective spells in advance. Gems are the key, be sure to collect as many as you can. There's a



Oddly-coloured bricks and walls normally hide bonuses or other useful objects—so test every avenue...

wand of magic missiles around, don't leave without it. Once you reach the set of corridors with demon faces in the walls, put a gem in each blink eye to open the centre room. Be very careful in the room marked as "Drainage to the 4th level"—it's very easy to get surrounded by pits, as I found to my horror!

LEVEL FOUR

This is the first dwarven level. The main enemy here is giant spiders, and their poison is extremely nasty. The level is accessed from one of two points on the level above, and one of them leads to a seemingly dead end. The northern wall



Distribute the many magical objects fairly between your team, and when they are needed pass them to the character most suitably equipped to using them. And make sure that each person has an object to defend themselves with.



When fighting select each of the characters in rotation. This will ensure that any one character doesn't take too many hits and die. Use the strongest ones first, and then rotate down the strength scale to the weakest and then through the ranks again.

will disappear as the party moves forward, provided that they go along the eastern corridor. Pulling the gargoyle statue's arm closes an awkward pit, and the dwarf on key opens a door at one point. Make sure the party gets the +3 axe Drow Cleaver. Use ranged weapons and spells against the spiders wherever possible to avoid poisoning.

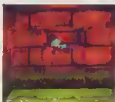
LEVEL FIVE

Look out for the runes of safe passage, they mark illusionary walls. When you meet up with Armon, the dwarf on key, he'll give the party rabons and a portal key. Take advantage of the offer of another fighter, as he's pretty tough. The cleric will raise any set of bones that the party possesses, so this will give you a sixth member. When you reach the pantry, be sure not to drink the potion, it's poison, as I discovered with the loss of one of my characters! However the other items on this level (such as plate mail) are all beneficial, with the exception of the sling which is cursed.

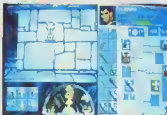
Right, that's it. The next seven levels are up to you! It's well worth mapping as you travel, but watch the compass as there are many spinners around. Explore everywhere, and look out for secret rooms and pressure plates. Happy adventuring!



Certain traps can't be passed straight away, but the careful use of key objects will remove them.



As in Dungeon Master, the alcoves hide useful objects - so make the most of them.



PLAY TO WIN

CHOOSING A PARTY

It's important to start with a balanced party, as you'll need all the character classes to have a good chance of finishing the game. Put two fighters at the front, and one should be a specialist (ie a ranger or Paladin). Dwarves make great fighters, as their constitution can be as high as 19, and certain levels of the game have dwarven writing on the walls.

As for the two at the back, a cleric/thief and mage, or mage/thief and cleric, make an effective combination. Obviously the multi-classed character has to be an rd, half-elf, or some other non-human. Just make sure you've got both a cleric and a mage in the party, or things will be tricky.

A glitch in the game presents the player with a moral dilemma. It's possible to increase all the characters' stats to maximum, which has a significant effect on their abilities. There's no reason why you can't turn a blind eye to this, but considering the strength of will found in most gamers it's unlikely. Still, as there's no chance to improve the actual level it doesn't have quite such a devastating effect on your chances.

Mapping is all-important. It may be a long-winded process, but once drawn a map will allow you to work out the quickest and safest routes from point to point, and let you make notes on the whereabouts of useful objects.



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HELPLINE

ENQUIRIES

IRON MAN

Could someone send in a cheat to *Iron Man Off Road Racer* by Virgin? I have had this game for some time now but I keep getting stuck in the water on course two.

Adrian Sheariff, L1

EXOLON

Can somebody please send me a cheat for *Exolon*? The game's really starting to get on my nerves.

Lee O'Connell, L2

MOONWALKER

I recently bought this game on budget and I can only get to level two. Has anyone got a poke or cheat for infinite lives?

William Bayley, L3

WANTED

Has anybody got an infinite lives poke for *Wanted*? I have had this game for over a year now and I can't get anywhere.

James Cole, L4

RED HEAT

I can't get past level four in *Red Heat*. Could anyone send in an infinite lives cheat?

Erik Jakobson, L5

ZYNAPS

I would really appreciate it if somebody could send in a cheat for *Zynaps*. I keep getting killed by the purple ghosts on level three.

David Rendell, L6

PANG

Please can someone send in a cheat for *Pang*? It's an excellent game, but I find it really difficult.

Joshua Sinclair, L7

R-TYPE

Could someone send in a poke for *R-Type* as I keep getting killed.

James Hawtson, L8

ESWAT

I'm having a lot of trouble trying to kill the big ape. I keep shooting him but he just doesn't die. Any suggestions or perhaps a cheat for infinite lives?

Chris Basle, L9

SORCERORS APPRENTICE

I am finding castle 1-6 very difficult to complete. A cheat would come in very handy.

Paul Derrick, L10

DEFENDERS OF THE EARTH

I can't get past the first level of this game, so could someone send me a cheat?

Karl Hjab, L11

STARFLIGHT

I am a big fan of the game *Starflight* and I have been able to find a lot of the artifacts, but there are some which still puzzle me. I have found a device called the Red Herring which synthesizes Endurium, but it is too heavy to carry in the terrain vehicle. There is also an old terrain vehicle with the same problem. Could someone please give me some help?

Luke Mannan, L12

DICK TRACY

Please could someone give me a cheat for infinite lives, ammo or a level skip on *Dick Tracy* because I'm absolutely rubbish at it?

Alex Edwards, L13

FORGOTTEN WORLDS

I have got past the guns on the first level, but can't get any further. If there's a level skip cheat or one for infinite lives, please help me.

James Hewitson, L14

CADAVER

I am on the second level and I can't find a way to become a captain to enter the captain's room. Also, I don't know where the Emerald Oil The Guild is. I have found two gems to the lock for the east wing, but no more.

G. Shepherd, L15

TOTAL RECALL

No matter how hard I try, I just cannot beat the first stage. Has anyone got a cheat for infinite energy or Arnies?

Kerry Brading, L16

TURRICAN

I am really stuck on level 4/3, I have got the cheat but can't find a way out. Please help.

Nick Chesham, L17

TURRICAN II

The sequel is just as tough. I can't get past level 3-3 - it's just sooooo hard! A cheat would be nice or any info.

Nick Chesham, L18

MIGHTY BOMB JACK

Has anyone out there got a cheat for this, please reply ASAP.

Tim Jacobs, L19

GREMLINS II

I'm having real trouble with this game. I can get to level 3, but don't have enough lives to get very far. I've stopped playing it, because it's so frustrating - is there a cheat?

Adam Leggett, L20

FA/18 INTERCEPTOR

I can't get past the carrier sub mission, please help.

R. Bosch, L21

NIGHTBREED - THE INTERACTIVE MOVIE

I have reached the fourth level but the Sons Of The Free's laser keeps killing me. I'm going mad so please help me while I'm still sane.

Mark King, L22

INDIANA JONES AND THE LAST CRUSADE (THE ARCADE GAME)

I can get as far as the circus train but keep getting killed by the second Glatie. Is there a cheat for it?

Steve Roach, L23

KILLING GAME SHOW

I have got to level twelve but it takes me so long to get anywhere that I run out of time. Any cheats for Infinite time or lives would be much appreciated.

Rohan Pearce, L24

DUNGEON QUEST

Could someone please tell me how to get past the dead man?

Debra Lewis

X-OUT

I have had this this Rainbow Arts' game for six months and I still can't get past the guardian at the end of level one. Some parts are impossibly hard. Anyone got a cheat?

Tom Shaw, L26

F19 STEALTH FIGHTER

Are there any cheats for this excellent flight sim from Microprose? It would be great to have infinite fuel, weapons and invincibility so I could blast anything that flew through the air.

Stig Jacobson, L27

VENUS THE FLY TRAP

Has anybody got a cheat for *Venus The Fly Trap*? I can get past the first two lands, but then get blasted by one of the insects. One for infinite energy or lives would be great.

Jonathan Kitcher, L28

TREASURE TRAP

I cannot get very far in *Treasure Trap* as I find the controls very awkward. Has anyone got an infinite lives cheat to help me out?

Sid Snodgrass, L29

THE KRISTAL

Has anyone got a cheat or any information which could help me in this game? The enemies are too tough and I can't get anywhere.

Matt Anon, L30

MANIAC MANSION

I'm having more than a few problems with this game. Where is the fuel for the chainsaw? How do I get the key down from the chandelier? Maps and help would be appreciated.

Richard Dunford, L31

SHADOW OF THE BEAST 1

I have been playing this game for ages and I can't get anywhere. Does anyone have a cheat to make it a bit easier?

John Smith, L32

STAR TREK

Does anyone have a translation of the instructions to Tobias Richter's *Star Trek*? The entire game is in English apart from the instructions.

J Percy, L33

LAST NINJA 2

I am stuck on the second screen of *Ninja 2*. I have killed the first man but I can't get off the screen. Somebody help!

Mark Wilkinson, L34

NIGHTBREED

Has anyone got a cheat for this appallingly difficult game?

Toby Rutland, L35

RESPONSES

TURRICAN II (K4)

On the title screen, press the Help key to get on to the music selection screen. Then press 1,4,2, Esc, Esc in that order for infinite lives and power.

Jonah Jones

GREMLINS II (K6)

To finish the game enter your name as SINATRA on the high score table.

Mark Peacock, Essex

STRIDER (K9)

Start the game as usual then press F9 to pause it. Now hold down the help key, left shift and 1 together. Now unpause and use 1 to 5 to skip levels and F1 to F4 to change stages.

Mark Peacock

NARC (K10)

When the game starts walk right until the first dustbin appears. Kneel down in front and shoot it until it turns blue to get infinite lives.

Justin Thomas

FORGOTTEN WORLDS (K15)

For a level skip option, when the title screen appears, type in ARC (the programming team's name) and press return. Pressing S then takes you straight to the shop and N to the next stage.

Derek Matthews

PRINCE OF PERSIA (K18)

To skip levels hold down caps lock and press L. Unfortunately this doesn't work on the bottle section at the end of level one.

Mark Peacock

HOW TO USE THE HELPLINE

IT'S EASY. Just send in your letter, marking your envelope with the appropriate code number if you are sending a response or mark it 'Enquiry' if you need some help. Post your letters to: **Play to Win Helpline, CU, Priority Court, 30-32 Farringdon Lane, London EC1R 3AU.** If you are making an enquiry include a few lines explaining why you need a poke, cheat, help etc.

If you are replying to any of these enquiries, don't forget to mark your letter with the reference code for the person you are responding to. If you send in more than one enquiry, please put each one on a separate sheet of paper. If you send in a response but have an enquiry too include them on separate sheets. That way we can file everything in neat alphabetical order.

HELPLINE

CU's adventure and RPG guru, Matt Regan, offers handy tips and advice for hard-pressed game-players everywhere.

INTERACTION

Hello again all you out there in adventure land (what an awful image!). The big news this month is the release of *HeroQuest*, the FRPG based on the best-selling board games. But another item of interest (and perhaps related to my whingeing last ish) is the release of *Wonderland* at long last. This is a very exciting development in adventures, linking the brilliant plots, parser and skill graphics of *Magnetic Scrolls* games with the menus and ease of use associated with animated adventures. The best thing about the game is that all the features (auto-mapping, inventory list, etc) can be turned on or off at will or even rearranged in size and position around the screen.

I've been ploughing my way through some strategy games, and I must admit I wasn't too impressed. *Operation Com*Bat* turns out to be a strange game that has a board game feel (and I'm talking about *Monopoly* rather than *Squad Leader*), and ultimately I found it to be somewhat tedious and unexciting. *DRAGON Force* is a tactical game that again fails to deliver. *Laser Squad* or *Breach II* are better buys if you want this kind of challenge.

Oddly enough, one of the best strategy games I played was *Player Manager*; not an obvious choice, admittedly, but choosing which squad members to use for a match and deciding on transfers is a lot of fun. On top of that, you get to play *Kick Off* as well! Can't be bad.

RPG's are a little thin on the ground at the moment, but I've enjoyed playing *Bard's Tale III*. Although it's not particularly different from *BT II*, it's still a winning formula. My main gripe is the amount of disk accessing (especially when you want to view the characters' stats). Surely the program should be able to detect memory upgrades, which are pretty widespread now, and use the available RAM? Oh well, it still is a great game and worth buying if you liked the other games in the series. The new spells and character classes provide plenty of new and interesting ways to splatter the foe!

Mirrorsoft are lining up some strategy releases for the near future, with *Champions of the Raj*, *Riders of Rohan*, and *Mega-lo-Mania* promised. The last of these is interesting, as the press blurb claims it to be, "the most exciting and challenging program yet!" from Sensible Software, the guys behind *Microprose Soccer* among other things. Oh and one last point, thanks to Stephen McCleen for supplying the solutions he sent me recently.

INPUT

LEISURE SUIT LARRY III

Let's feel sorry for Alex Pestell of Walthamstow. He's reached the point where he takes control of Patti and is almost ready to go into the bamboo forest. But he needs some nectaries which he can't find anywhere. Can anyone help him?

LEGEND OF THE SWORD

John Oliver of Malta needs some assistance. He's got as far as the dragon but he's stuck. How do you get the studded knife without getting killed? What do the clues in the dining room and look-out post mean? How do you get over the ice without the dragon seeing you? If anyone knows the answers, please write in...

CHAOS STRIKES BACK

Dave Field of Lancing, West Sussex has completed the ways of the fighter, priest, and ninja but can't get the ruby key

which he believes is in the spiral room of the way of the wizard. He needs a map or directions to aid him. I must admit I'm a bit stumped as to where exactly he means, but maybe someone can help.

POLICE QUEST II

A reader from Norway, Oystein Andre Knutsen, can't get any further in the second *Police Quest* game. He's adjusted his sights in the police station and has a rose, wallet, field kit, extra ammo clips, keys, money clip and a business card. But he can't find the criminal Bains! Does anyone know where he is?

BARD'S TALE II

D C Hayne of Sheffield is ploughing through this fine RPG, but is stuck. He doesn't know the two words that the Strango Mage requires despite having the clues the solution eludes him. So getting into the final dungeon in Colosse is impossible! Therefore he requests help from fellow adventurers so he can get on and complete the game.

OPERATION STEALTH

OK, M Walls of Reading has made progress in the game, but he's stuck on two particular points. First of all, is the swivel pen in the briefcase the same one mentioned in the manual (I think you'll find it is)? If it is, how does he get it to work? The second problem is that no matter what he does, he doesn't seem able to meet up with his mysterious contact in the park. He is wearing the carnation but no-one seems to care!

DUNGEON QUEST

Colin Doran of Colchester, Essex (early the greatest town in Britain) can't get into the castle in the adventure. He's found the key which crumbles into dust, the Queen of Hearts playing card, the heavy axe, and the coin. He has spoken to the barman in the tavern to no avail. Is anyone able to help?

LEGEND OF FAERGHAIL

LOF is causing Sean Smythe of Tonbridge, Kent, a lot of problems. He



PLAY TO WIN

needs to know how to get out the anti-magic level of the dwarven mines, and how to find the orb. None of his mapping spells seem to work and he isn't able to identify anything. How does he get past the tree monster who asks, "Do you know how to catch a vampire with a ball of mithril?" Sean is generally annoyed with the lack of instructions that he's got. So please give him a hand if you can

play this fruit machine 250 buckazoids. Stephen also has the answer to Chns Briggs' problem. When you've landed on the planet Helona and retrieved the medkit, walk in front of the spaceship and EXAMINE SHIP. This will provide a fragment of glass. The rays of light can now be beaten by walking close to the beam and entering the command USE GLASS to deflect the ray. Thanks a lot, Stephen, those clues are no doubt greatly appreciated.

any of the characters are overloaded. As for the Creature Cavern where the buttons don't seem to do much, it's a case of pressing the buttons of the door behind which the chest appears - as the causer the chest to teleport around the rooms. After a few presses, the chest appears in the corridor. Then use the magnifier to open the secret door - but watch out for the rock monsters behind you!

OUTPUT

ZAK MCKRAKEN

Remember Stephen Quinlan? He was stuck at the lotto in this game, but luckily Marc Jones of Morden, Surrey and Julian Young of Ripon, Yorkshire have provided the answer. Get on the biplane to Bermuda and stay on board until it is captured by the alien ship. Stand to the right of the red line (remember the order that the pilot taps in to take off again if you want to land in the sea). Once you've been taken to the king give him the lan club card or guitar. Now return to Earth via the transporter using the code from the alien. When he leaves you, run back into the spaceship. The lotto predictor will tell you the winning number, so write it down. Now go back to Lou's shop and buy a tickal. Enter the winning number, leave the shop then return after a short time - and then you'll be the winner!

DUNGEON MASTER

Yet another adventurer is stuck early on in the long ol' RUGS. Simon Tree of Brighton can't get past The Matrix oil level three, as he doesn't know how to get past the 'Time is of the essence' section. Well, Simon, you don't need a spell of old Time is of the essence as you have to rush as fast as possible along the corridor and through the disappearing gap in the wall, the same as you have to in the secret passage near the entrance to the level. This is very tricky, especially if

THE PAWN

At last! a question on a Magnetic Scrolls game. Palar - Caulfield - of Middleborough can't get very far in the land of Kerovnia. He's stuck in the forest clearing and doesn't know what to do next. Well, Palar, climb the tree, unlock the door with the wooden key, drop the key and open the door. Go into the tree, close the door and move the floorboards, then climb down and go down again, then east and north. This takes you to the office, where you'll have to try to open the safe.

HOW TO USE THE ADVENTURE HELPLINE

Write to me, Matt Regan, at Adventure Helpline, CU Amiga, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU, with your problems and any useful hints you can give in response to those readers languishing in these pages! Make sure you include your full name and address, and I will do my best to get back to you personally.

OPERATION STEALTH

Somebody forgot to write their address on their letter, but I think this enquiry is from Anz. He wants to know what to do after being thrown in the water while tied to a rock. He can't operate the girl because he can't get near her! Well, you need to operate the robot first so that you can swim over to her, then operate the bracelet and the girl. So there you go.

SPACE QUEST

Stephen McLaren of Margate, Kent has sent in this answer to E Kwong's problem. Go back to the bar where you should have overheard a conversation GIVE COUPON to the bartender, DRINK BEER, buy more beer, DRINK BEER again, and you should hear which sector to fly to. Once you have the coordinates

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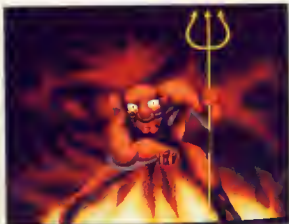
SOURCE CD: 0017 EURO 2

SOURCE CD: 0018 ROW 1

SOURCE CD: 0019 ROW 2

DEMOS

If it's Amiga PD you're after, then look no further! Each month, Dan Slingsby takes an exhaustive look at what's new and exciting on the demos circuit.



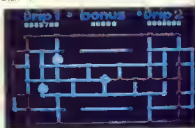
I AM NOT A NUMBER

Fans of the cult 60's surreal spy thriller, *The Prisoner*, will no doubt be frothing at the mouth at the thought of a *Prisoner* demo. Starting with the obvious 'I am not a number' intro, the demo combines both digitised pics from the show as well as text links, sampled speech and a jazzed-up theme tune
NBS ★★



SLIDESHOW

Druids, demons and horned beasts are just some of the many weird fantasy characters that populate the new graphics slideshow from Demons
Sector 16 Disk Number 530 ★★



SUPPLIERS' GUIDE

A Bit On The Side: 8 Thorold Place, Kirk Sandall, Doncaster
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Kryptonite PD: 26 Clifton Gardens, Golders Green, London
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Strictly PD: 11 York Place, Brandon Hill, Hotwells, Bristol
Vires Free PD: 23 Elborough Street, Swindon, BN2 2LS

BIG DRIP

Get all washed-up with *Drip* (above right), a 15 level addictive arcade game that's making quite a splash on the PD scene. You control the Drip of the title and have to move along a series of interconnecting pipes, rusting them as you pass by. Naturally, there are many hazards along the way such as deadly ice cubes (!), electric bubbles, leasers, acid pools and special clouds which de-rust the pipes they float over. Brilliant
Premier PD Disk Number 395 ★★★★★



GAMES FRENZY

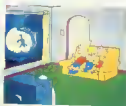
Don't expect to find Psygnosis quality graphics on this one, but you will encounter absolutely masses of playability. Arcade classics such as *Missile Command* and *Strix* make an appearance, albeit in slightly altered form, as does the board game, *Sorry*, and a snazzy Connect Four-type puzzler. A total of nine games for your money
Seventeen Bit Disk Number 841 ★★



TO BOLDLY GO...

The fantasy artwork of Tobias Richter has long been admired at CU Towers. If you're also a fan, then you'll definitely want to grab a copy of this two-disk set which features a stunning compilation of Tobias' work. A good buy if you're new to PD.

ARC PD Disk Number 129A & 129B ★★★★★



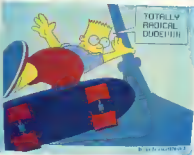
EAT MY SHORTS!

Bart's back! The wide-eyed precocious brat of the hit cartoon series stars in two disks this month.

Freehand's version, the Bad Bart Dub Remix, features a dozen or so screams of naff gags and inartistic jokes accompanied by a reggae version of Do the Bartman. The same song also forms the backing track to

Decay's Simpsons demo, made up of a whole series of zany animations of Bart using his catapult, dashing across the screen and groovin' to his tune.

Virus Free PD 1460 ★★★
NBS Decay Demo ★★★



COMICS

Tango and Cash present redrawn comic capers featuring Sid's Snake and Sammy Shrink from the pages of Whizzer.

NBS ★★



LIGHTS OUT

If you like nothing better than lobbing bricks and shattering street lighting, then this is for you. Screen after screen of brick-throwing action.

Strictly PD G074 ★★★



DEMO OF THE MONTH

TITLE: Demo and Games 525

AUTHOR: Various

SUPPLIER: Sector 16

The latest release from Sector 16 features two demos and two excellent games for your hard-earned cash. The Bubblefields features bobbled screens aplenty, but suffers from the ubiquitous scrolling messages — give it a rest guys! The other demo, by Crusaders, is much better and includes an amusing Atari pistake plus the usual copper manipulations (and contortions!).

Best of all are the two brilliant games. Grid Runner puts you behind the wheel of a super-charged racing car as you whizz round a number of different tracks. Programmed by Swedish ace, Anders Björn, the car moves at a break neck speed and can be quite tricky to control at times, especially on the iced-over tracks.

The gem of the compilation is undoubtedly Cave Runner, a Boulderdash-type game which is an absolute corking arcade puzzler. You play a small rock-like character who has to munch his way through cave walls seeking out and collecting red stars while avoiding precariously perched boulders. Dig too close, and they'll topple over and bury you in a heap of rubble. Absolutely essential!

Sector 16 No. 525 ★★★★★



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7002 SAMURAI X
7003 SHADOWBLAZZ 2 DEMO
7004 ELVIRA
7005 ENTERPRISE LEAVING COCK
7006 PRACIAL FLIGHT (TIME)
7007 SACRIFICIO
7008 JAGG VS USA
7009 JAGG VS AMERICA
7010 JAGG VS AMERICA 2
7011 KYLE DEMO (2 DISKS)
7012 KYLE DEMO (2 DISKS)
7013 MADONNA 1
7014 MADONNA 2
7015 MADONNA 3
7016 MADONNA 4
7017 MADONNA 5
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GAMES

0001 MONOPOLY
0002 CLUEDO AND OTHER GAMES
0003 STAR TRIS THE NEXT GENERATION
0004 NEXT GENERATION TRIVIA QUIZ
0005 RETURN TO EARTH
0006 PROPERTY MARKET
0007 P.D. CRISIS
0008 PIPELINE
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0011 DESTINATION MOONBASE
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0013 ANAKA BREAKOUT TYPE
0014 DRIP (1 DISK)
0015 (SEPARATE DISK TYPE)
0016 SATISFACER
0017 STAR TRIS (AGATON 2 DISKS)

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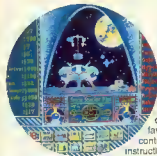
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DEMOS

RETURN TO EARTH

Return to Earth takes its inspiration from the all-time classic trading game, *Elite*, although it's dispensed with that game's arcadey roots in favour of a straight RPG. The controls are a bit confusing at first, due to the lack of any manual or instructions (an all-too familiar problem with PD games), but it's worth persevering as the game allows you to build up a

very complex network of intergalactic trading routes as you attempt to track down the lost world of Earth.

Premier PD Disk Number 393 ★★ ★



WARPED

A superb slideshow of some excellent horror movie posters redrawn using *D Paint 3*. Strictly PD

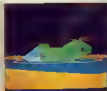
Disk D247 ★★ ★



A TRIP TO MARS

Cronics return with a filled 3D Vector romp that had our Technical editor tearing his hair out with envy. The highlight of the disk is 'A Trip to Mars', an impressive fast-moving three-dee journey down the highways and byways of the Red Planet.

Seventeen Bit Disk Number 913 ★★ ★



HURRY MURRAY

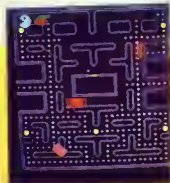
'Hurry, hurry, we're history Murray' Some poor deranged souls, namely Beatmaster and Armageddon, have remixed the Demosters ads from the telly and have come up with a belting scratch-mix. NBS



GAMES GALORE 5

Here is a disk absolutely crammed full of arcade and board game clones. *Mazeman* puts *Pacman* through the games mill and replaces the multi-coloured ghosts with Atari and IBM icons. There are also remixes of old arcade favourites such as *Asteroids*, *Tutankhamen* and *Pengo* plus a version of *Monopoly* and a *Star Trek* trivia game that's a bit of a brain strainer. Nine games in all.

Seventeen Bit Disk No. 637 ★★ ★★ ★



LORE OF CONQUEST

This shareware strategy game has languished in undeserved obscurity until recently rereleased by Kryptonite PD. Written by Mike Brant, the game pits you against a rival power as you seek to expand your empire across the galaxy. After building up a space fleet from scratch, it's then possible to begin colonising the stars. Guaranteed to last a millennium or thereabouts. Kryptonite PD ★★ ★★



LET'S TOUCH THE STARS

It's that man, Tobias Richter, again. This time there's a whole 15 seconds of animation drawn from his forthcoming *Star Trek* computer-animated video. Featuring a Federation shuttle flying past a flotilla of *Starships*, it's another impressive demo from the German Trekkie. Blink and you'll miss it!

Postal PD ★★ ★



BOMB THE BASS

Bass make a comeback to the demo scene with a visual and sonic extravaganza.

Strictly PD Disk No. D233 ★★ ★

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D204 Armadillo demo 1991
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D211 Bunsen Burner anim
(1MB)
D615 Budbrain Demo (2 disks)
D173 Budbrain 2
D225 Cheap-o productions
video clips
D228 Crusaders freaked out
D140 Cohenman/Smart Anim
D203 Comic Strip Presents
D205 Elvira Demo
D185 Elvira Activities Disk
D132 Enterprise Leaving Dry
Dock
D216 Fashion rage demo
D150 FBI The Rat
D185 Fraxion Fantasy
D206 Fraxion Horror
D207 Fraxion Flight (1 Mb)
D179 Girls of Sport
D210 Good Morning Vietnam
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D205 Madonna 2 Slideshow
(2 disks)
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D148 Mike Tyson
D203 Monty Python's Nudge
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Boys
D274 Probe Sequence
D275 Puggs In Space
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D203 Safe Sex Demo
D130 Sam Fox (mof)

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M132 Wax a hip hop disk

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Game
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G067 Learn and Play 2
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G072 Mastermind
G055 Mayhem
G052 Mech Feth
G017 Mega Games 2 (2 disk)
G071 Metagraphics Games
G040 Monopoly Cluedo
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G088 Property Market
G053 Propertycoop
G065 Quizmaster
G064 Rings Of Zon (1 Meg)
G024 Return To Earth
G083 Seven Ties Speedball
G020 Snakepit
G026 Starlight
G064 Star Trek (US) (2 disks)
G070 S E U C K game
G078 The lost ocean
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DEMOS

SPACE FACE

A selection of NASA space pics have been digitised for the Amiga and form the basis of a new slideshow by Kerry Lancaster.

Seventeen Bit Disk No. 967 ★★★



READERS' DEMOS

Alastair Carter from Rossendale sent in a couple of fantasy shots which took our fancy (right) and J. W. Clegg from the Isle of Man has come up with some tasty D-Paint 2 screens (above). Both readers' work was top-notch. Keep 'em coming!



IN THE NET

A brilliant basketball animation by Eric Graham is currently wowing 'em on the PD circuit. Seventeen Bit Disk No. 910

PD TOP TEN

A-Animation S-Sound U-Utility
G-Game M-Miscellaneous

- 1 Appleus Animation A
- 2 Phenomenal Phenomena A
- 3 Games Galore 3 G
- 4 Robocop Animation A
- 5 Games Galore 5 G
- 6 Anarchy System Violation A
- 7 Simpsons Demo A/S
- 8 Acme Megademo A
- 9 Madonna Nude A
- 10 Amazing Tunes 2 S

Compiled by 17 Bit

DEPECHE MODE

The mean and moody Basildon Boys' electronic music gets the remix treatment courtesy of Symbiosis. Tracks on offer include See You, Photographic, Little Fifteen, Route 66, Blue Dress and the classic Shake the Disease.

Seventeen Bit Disk No. 926 ★★★



NOW YOU SEE IT NOW YOU DON'T

Don't lose your head over the latest demo by Whis Soft which features some digitized animation from various video nasties. Definitely over 18s! Strictly PD Disk Number D224 ★★

UTILITIES

For the very best reviews of PD Utilities and AMOS Shareware read the only column that matters...

JUNIOR PD CLUB

A Bit On The Side have launched the first PD club aimed at the younger fan. Sick and tired of all the bad language that finds its way onto the PD circuit, ABOTS have set themselves the task of individually vetting each disk. With over 200 demos, slideshows, games and sound disks, the club looks set for success. For £7 you'll receive a catalogue disk plus five extra disks, a free pen and badge (coool!). Our sample lot included a *Turncan 2* demo, a Popeye meets the Beach Boys remix, a tank full of singing fish and a brilliant Tobias Richter slideshow.

Recommended



PUKADU

AMOS SHAREWARE

Here's an inventive arcade puzzler in which you take control of a small brown spider and have to hurtle around a

square board gobbling up its set number of tiles while avoiding red bouncing balls, green slippery snakes and deadly skulls. Once a tile has been eaten, you cannot walk over that area again, so careful planning and skill is

needed to munch through enough tiles to reach the next level. Totally addictive.

**ABOTS or
Seventeen Bit
£3.50**

★★★★



THIS AND THAT

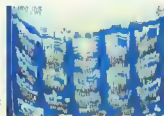
Amongst the legion of utilities pucked onto this disk are a host of Workbench hacks. These are particularly stupid and annoying routines which mess about with the way Workbench performs. For example, how about making the screen dissolve in front of you as you scroll a mini-snow storm to rage across the monitor? Using these hacks it's possible to add floating bubbles or a starscape to the background of your Workbench screen or even have a huge pair of eyes follow every cursor movement.

Two other utilities are worth mentioning. *Converter* allows the user to convert graphic images from one format

to another. For example, it allows you to convert IFF files to Bitmap or ST files to the Amiga. Perhaps the most useful util is *Pop.Dir 1.6* which is a multi-tasking icon driven disk directory which allows you to call up a directory from any disk at the single click of a mouse button.

Seventeen Bit, Disk 749.

★★★



RIM

A relational database isn't something which helps you keep check on the number of relations you suddenly acquire once you've won the pools. In fact, it's a handy system which allows you to set up several databases which can pool information and thus save on disk and memory storage space. Similar programs are used by banks and councils in keeping tabs on people and equipment. The police's Central Crime Computer uses a sophisticated relational database which helps them compare information from several different crimes and see which facts are common to all of them. This isn't a program for the beginner: as it isn't particularly user friendly. With no pull-down menus, it's strictly for the seasoned user.

Postal PD ★★

HAM LAB

This rather clever image-processing/enhancing software allows you to convert Ham mode pictures to extra half-bright (64 colour mod) and low res pics and lets you save pictures as an executable tile to boot. In its entirety, it's a marvellously useful piece of software and compares favourably to the conversion routines of *Pixmap* which would give you little change from a £100 note.

Seventeen Bit 916 ★★★★★

MCAD

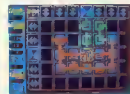
Here's a truly excellent designer's tool. Able to project 3D objects from a number of different angles, this fully-featured program works in the Interface mode and is incredibly easy friendly - so much so that it almost does all the work for you, makes you a cup of coffee and puts you to bed at night into the bargain. Cheaper than *Aegis Draw* and more user-friendly than *XCAD*, both costing more than a £100 each, it's no essential purchase for anyone interested in computer-aided design.

Postal PD ★★★★★

UTILITY DISK ONE

This one's absolutely crammed full of useful utilities and productivity tools. The highly regarded virus-killers, *VirusX 4.0* and *Seek & Destroy* are included, the latter able to detect three different types of Link Viruses, which actually infect files rather than the Boot Block, as well as over 40 Boot Block viruses. There are also two compression programs: *MasherCrunch* and *Powerpacker*, both able to crunch files to half their original size. CU uses *Powerpacker* to cram as many games and utilities on our cover disks as we possibly can. Among the many other utilities on show are two easy-to-use and highly recommended music composing packages (*Noisetracker* and *Soundtracker*). If you haven't already built up an extensive library of utility disks, this is a good place to start.

Seventeen Bit 949 ★★

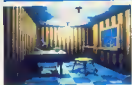
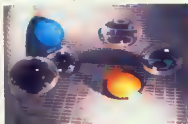


three or four exits from each square. It's not going to be easy to match up all the squares and each level is harder than the last. *ABOTS* or *Seventeen Bit*, £3.50 ★★★★★

DBW RAYTRACE

Although far from user friendly, this is an exceptional ray tracing application which comes complete with several raytraced pictures for you to oggle at.

Postal PD ★★★



GO-GETTER

AMOS SHAREWARE

Brucie's *Play Your Cards Right* comes to the Amiga.

Essentially, each player has to correctly guess a sequence of cards by predicting whether the next numbered card will be higher or lower than the previous one. After each turn, the number of correct answers is translated into points which allow the player to move around a board. There are special warp squares

which can transport the player around the board as well as bonus and free turn squares. The winner is the player who amasses the most points in a set time.

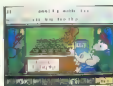
Seventeen Bit or *ABOTS* £3.50 ★★★

WORK AND PLAY

AMOS SHAREWARE

Another one for younger kids, *Work and Play* has three educational games for your money. Help your kids tell the time, learn their multiplication tables or add up the prices in a shop. Each program is designed to be both

both fun and educational in some way. For instance, a mouse runs



past a waiting cat to gobble up a piece of cheese each time a player adjusts the clock to the right time.

Seventeen Bit or *ABOTS*, £3.50 ★★★

4-WAY LINKS

AMOS SHAREWARE

An intriguing puzzle game in which a player has to connect a number of files with a centre tile in a set time limit. By moving the cursor over a tile, it's possible to move it around within the square so that it connects with other files in adjacent squares. With two,

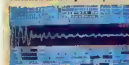
MED 3.0

There are a number of PD companies claiming to have sown up the exclusive distribution of this amazing music composing package in the UK. Don't believe a word of it - it's all a pack of lies and in the majority of cases the program has become bastardised beyond recognition with many of the original files and documentation either missing or substantially altered. This is a shoreware disk, available to all and sundry - all the Finnish author requests is that you send him a small donation if you find the program at all useful.

And you almost certainly will! I don't think that I'm over-estimating the program by saying it's the best music package I've seen - PD or otherwise! *MED 3.0* allows you to compose tunes using Amiga samples played through any of the Amiga's sound channels and create brilliant stereo effects. It's possible to load in at least 64 samples into the memory in one go and access each one individually.

An added feature, not present on the 2.0 version, is the ability to convert synth and hybrid instruments. Another plus, *MED* can also display music in traditional notation as well as numbers and letters, which makes things easier to understand (for me, anyway!). There's also a fully-featured sample editor which allows you to tailor each sample to exact needs within the program without having to leave and edit samples with a dedicated sampler.

Up to 16 MIDI channels can be supported and it's possible to adjust the volume and speed of playback with a much finer variation than any other pack-



age. There are 240 speed settings and 64 volume settings!

Obviously, from the few features I've mentioned here, this is an exceptional program worth its weight in gold. *MED* is to a musician what the Amiga is to a ZX81 owner! Buy it! *Kryptoth 01*, Disk U400, ★★★★★

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ISSUE 7 MAY/JUNE 1991 £1.95

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RETALIATOR

INSIDE

EXCLUSIVE REVIEW

OUTSIDE

FULLY PLAYABLE

MISSION ON DISK

UPSIDE DOWN

URNS THE IDEA OF FLIGHT

SIMS ON ITS HEAD

OUT OF
THIS WORLD



SPACE
QUEST IV

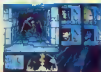
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STARTING UP WITH STYLE

Continued from page 34

ON THE RAZ

Now you've seen how our startup-sequence works, you should be able to appreciate how little effort it takes to give disks a little extra razzamatazz. If you look in the C directory of our coverdisk extra, you'll find lots of short routines that can be used when compiling your own disks. To help recognise the routines, their names are all in capital letters. It's possible that your own startup-sequence doesn't work in exactly the way you expected it to. This can be frustrating, and may be because certain routines aren't very compatible. Only experience will teach you what's possible!

BOOTING THE VIRII

The very first thing that the Amiga does when you put a disk in the disk drive, is look at the bootblock. The bootblock contains information that helps the computer to load any further data from the disk. The information stored on the bootblock is not stored as a file in the usual way and, to the novice, you have virtually no way of changing the contents. This feature is utilised by software houses to add protection to their games. By changing the bootblock, they can store information on their disks in such a way that it cannot be accessed with ordinary Amiga copiers. Unfortunately, virii are also attracted to the bootblock, for the same reason. If a virus writes itself to the bootblock of a game that was already using the bootblock for its protection system, the disk will be rendered useless.

Bootblock virii have another nasty habit; they copy themselves from the bootblock of the disk to an area of the computer's memory that is rarely accessed by ordinary programs. There they sit, waiting, until an unprotected disk is inserted into the disk drive. Then they copy themselves onto the bootblock of that disk, possibly destroying it, before hiding away again ready for the next disk. On the coverdisk is a program called Utility Boot Installer. When used on a normal disk, the program will put its own special code in place of the standard bootblock.

This code immediately flashes an options screen onto the screen when the disk is inserted into the disk drive. As long as the options screen appears when you insert the disk, you can be certain that your disk has not been infected by a boot block virus. The new boot block also searches the computer memory for virii and, if it finds any, kills them. Load the program to see a description of the options that Utility Boot Installer offers you.

****WARNING**** Installing a utility boot on commercial software may stop it from loading. Unless you know what you're doing, don't risk it!



NOW TURN TO PAGE 148 TO FIND OUT HOW TO ADD A SOUNDTRACK TO YOUR SOFTWARE

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PART
3

Free on our second cover disk is a useful utility called **Protracker**. Here's how to get to grips with this powerful sound package.

MAKING TRACKS



Space song is the liveliest so we'll use that. Using the mouse pointer, click on DISK OP. This will open up a file section at the top of the screen. There are several load/save options in this part of the screen, but

ears a rest!

So what have you just done? Obviously you've loaded and played a module, but what's a module? Basically *Protracker* can save music in two ways; as a song, or as a module. If you save a tune as a song, *Protracker* simply saves the data about the tune, but doesn't include the samples in the save file. This is because using the **SAVE SONG** option, you are just making a temporary save whilst you work on a tune. You don't want your saves disk to be cluttered up with hundreds of K worth of samples. Nor do you want to wait for ages each time you save. When you save a song as a module, all information about the song is saved, including samples. This produces a much larger save file, but a module is ready to use in your own demos, a song is not.



You've learned how to format a disk and know how to copy files onto it. You're the master of the startup-sequence and you're ready to create your first demo. But what about music? Well boys and

girls, ladies and gents, this could be your lucky day. Why? Because on the extra disk this month we've included a great music package called *Protracker* which you can use to write your own songs and add them to your demo. Also included on the disk are a couple of sample songs to get you started. One of them is the classic Axel F, the other is a really hot tune called Space song (it's the one you heard playing whilst the disk was loading).

LOADING SONGS AND MODULES

First off, load *Protracker* from the extra disk. When it's loaded, you should see a screen something like picture a xxxxxx. To start with, we'll load one of the tunes



Space song has been saved as a module, so click on Load Module. After a pause, you'll notice that the title Space-song, has appeared in the window underneath the load/save options. If you click on this title, the song will now load. Clicking on EXIT will return you to the main work screen. Now it's simply a matter of selecting PLAY and leaning back to enjoy the music. When you've had enough, clicking Stop, will give your ears

TECH FACTS

For those of you who are in the know here are some of the more advanced features of *Protracker*: dual sample mixing, sample editing (including slide, boost etc), numerous sample effects (including arpeggio, vibrato etc).

USING SONGS IN YOUR OWN DEMOS

Using modules in your own demos is simplicity itself. When you save a tune using the **SAVE MODULE** option, you will create a file that has the letters .MOD after the title of the file. On the extra disk you will find a file called *Noiseplayer*. This is the program that allows you to play your tunes independently of *Protracker*. To use it all you need do is put *Noiseplayer* and your tune on the same disk, then either through CLI or the startup-sequence (see CLImb aboard) type

NOISEPLAYER .P*
YOUTUNE.MOD This will load the



IT'S HAMMER TIME

You've got the software. You know how to make your own stand-alone tunes. Now all you need is some inspiration and you're away. How about this for inspiration: *Technosound Turbo*. Do what?! I said *Technosound Turbo*... Oh come on, surely you've heard of it? It's the new sound sampler from New Dimensions. It gives you all the usual sampling options, plus it can act as a real-time vocal effects box. If you want to sing karaoke with the voice of a demented robot, this is the kit for you. It's also the perfect accompaniment to *Protracker*. What do you have to do to stand a chance of winning this groovy gear? All you have to do is create a song using *Protracker*, save it as a module, and send the disk containing the module in to us. In case of a draw, you should look at the picture of MC Hammer and suggest the title of a song that would seem appropriate.

Send your Entries to:

Why can't MC Hammer buy trousers the right size competition
CU Amiga
Priority Court
30-32 Farringdon Lane
London EC1R 3AU

Sony, but no disks can be returned.

DIY SONGS AND ANSAPHONE MESSAGES

Creating a tape recording of your music is easy. Connect your Amiga's audio leads to the CD inputs of a stereo. Switch it onto Aux, insert a blank tape then hit record. The tape can then be used with a machine such as the VoiceOver which allows you to record your voice onto your soundtrack. VoiceOver is available from Leadin Edge Stores and Innovations Catalogues, priced at £34.95. Next issue we'll be telling you how to use sample in your



An example of Protracker at work. When a tune is playing information is displayed under a series of animated bars.

Noiseplayer routine, set the quit mode, and load a tune called *YOURTUNE.MOD*, which it will then play. Easy isn't it!

Incidentally, the * in the above command refers to the way that you want the user to be able to quit the song. 1= Quit if the left mousebutton is pressed. 2= Quit if the right button is pressed. 3= Quit when both buttons are pressed. 4= Left Amiga Control to quit. 5= Escape to Quit. 6= No quit mode.

When you're messing around with *Protracker*, you can use any samples you like, but the packages automatically detects samples stored on disks named ST-00, ST-01, ST-02 etc.

One final point, pressing *HELP* at any time within *Protracker*, will call up a complete list of help options to teach you all you need to know about using the numerous features of this great music writing package.



**TWO DISKS FOR ONLY £2.95**

DISK-GUSTINGLY GOOD VALUE FOR MONEY

We're so pleased with the contents of this month's disks that next month you'll find another two disks attached to the front cover, and, once again, we won't be charging you any more for the privilege – unlike other magazines! These disks will be crammed with useful goodies and feature a clutch of the best up and coming games and applications. All will be fully interactive and give you a taste of what's to come.



- We'll be reviewing some wicked sound sampling hardware from New Dimensions, and reviewing an incredible new integrated Workbench management system.
- Dale Wilks, our new music maestro, will be following up this month's feature by showing sampler owners how to make your own remixed answer-phone messages.
- Have you ever wondered exactly how a disk is made? Tune in next month and you can find out as we rip a couple of them apart to find out how they tick. We're also going to take a closer look at some classic software that you may have missed. On the disk we'll be including a very special demo, and as it wasn't enough, we'll be giving away an impressive selection of valuable prizes that are just too good to miss!



As you can see, our games coverage is every bit as good as it used to be, and next month's edition will be even more jam-packed than usual. With a bit of luck and a prevailing wind, we'll be bringing you a wide selection of

exclusive reviews and previews. Details are a little sketchy at the moment, so we don't want to give too much away, but, rest assured, we'll be bringing you early peeks and reviews of some of the hottest games set to hit the Amiga scene.

NEWS AND REVIEWS... This next month page has gained a few familiar trends of late and, as in the last few months, we've been promised review copies of the likes of *Epic* and *Billy The Kid* – will we actually review them? You'll just have to wait and see. Also pencilled in for reviews are Domark's 3D boat chase, *Hydra*, and a full review of EI's platform romp, *Prehistrunk*. Other games we'll be casting out critical eye over include Gremlin's *HeroQuest*, Demonware's *P.P. Hammer And His Pneumatic Weapon*, Thalamus' extremely delayed *Armalyte*, and U.S. Gold's equally late *Gauntlet III*.

CHEATS NEVER PROSPER...

Unless they read CU. On the Play To Win front, Mark will be bringing you hot tips on all the latest releases, whilst the more tricky ones will be subjected to our rigorous playing and unveiled over a couple of pages. So, if you want to know how the programmers behind the games play them, stick around

AND FINALLY... We'll also be bringing you all the newest game stones in First Impressions and Buzz, and we'll be unveiling all the new licences and developments within these hallowed pages. So, if you want all the best coverage, along with the definitive guides on what's up and coming, you know where to be. In your newsagents on the 26th, armed with £2.95.

CELEBRATE

It's festival time. Last year's acclaimed European Computer Entertainment Show was a roaring success with over 35,000 happy customers, and a sizeable proportion of those were standing agog in front of our demos display.

Read next month's issue and find out exactly what CU Amiga will be doing for this year's event. The stage will be bigger, the large screen larger and there will be special (video) walkman guided tours of our new technology centres.

DPAINT 4 ON DISK

You've read the feature, now see the program. Next month Electronic Arts will be giving you an exclusive, animated demo from this, the most eagerly awaited release in ages.

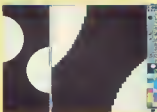
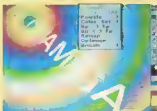
• There'll be more in the way of hardware reviews



and programming guidees showing you how to get the most from your

machine. We'll be featuring the first of a series of AMOS tutorials, in which we invite some of the foremost AMOS programmers in the country to guide you through the stages involved in creating

your own programs.



Do not adjust your sets! A stunning DPaint IV demo awaits you next month!



Every month in these pages, I will be answering a wide range of questions about the Amiga. If there is anything you want to know about hardware, software, applications, add-ons, programming, books and other sources of information, or anything else relating to the Amiga, then put your enquiry in a letter and send it to John Collins at CU Amiga, Priory Court, 30-32 Farningdon Lane, London EC1R 3AU.

Questions arising from articles published in CU Amiga are particularly welcomed, and will usually be dealt with in the next issue but one after the appearance of the feature – so queries arising from this June issue will be answered in the August mag, provided they are sent in promptly.

If there is something you want to know, don't be put off from writing whether you think it is so simple everyone else must know the answer or so advanced that no-one else could possibly be interested. While on the subject of asking you to put pen to paper – or rather fingers to keyboard – we would also



Welcome to Q&A , compiled by John Collins, ex Commodore UK Service Manager

welcome your suggestions for subjects you would like CU Amiga to cover in future articles and products you would like to see reviewed.

While most questions will be about the Amiga 500 – there are far more 500s sold than any other model – all models from the original 1000 to the brand new CDTV will be covered. Yes, I know Commodore says the

CDTV isn't a computer, and is making dealers put it with either hi-fi or video equipment at least four feet away from any computers on display, but CU Amiga readers will recognise an Amiga screen display when they see one.

I have seen a number of early CDTV demonstrations in recent months. One of the most fascinating had the machine playing the world's first audio CD that includes MIDI information. Unlike the 500, the CDTV includes a MIDI interface. MIDI stands for Musical Instrument Digital Interface, and is a standard that lets computers, synthesizers and traditional musical instruments talk to one another – and I really do mean traditional instruments.

One Amiga software developer is learning to play the accordion, because he discovered you can now get an accordion with a MIDI interface – so he can link it to his Amiga! Anyway, back to this unique audio CD: you can selectively remove one instrument from the orchestra, enabling you to play the instrument of your choice with a full orchestral



MAC EMULATOR

I am the proud owner of an Amiga 500, but I find myself faced with a dilemma. I am also a poor student doing a course in Computing Science which includes programming in Turbo Pascal on Apple Macs. The problem is that I would like to be able to write and try out programs at home, but the only way I could afford to buy a Mac would be to sell my Amiga – which, of course, I don't want to do.

So when I heard about a Mac emulator for the Amiga, I thought my prayers had been answered. But a friend told me that the emulator may not run the software I require.

I would be very grateful if you could tell me anything about this emulator – if it

does in fact exist – such as where I could get one, the price (I am a poor student, after all), and if it will run the software I need.

John Miller, Scotland

I am afraid that buying a Mac emulator for your Amiga 500 will not solve your problem: you will find that you can no longer buy Turbo Pascal for the Macintosh – Borland discontinued this product some time ago!

The Macintosh emulator for the Amiga is from ReadySoft in Canada, distributed in the UK by Entertainment International (tel. 0268 541126) with an RRP of £169.95 including VAT. The original A-Max, which was written by a student in New Zealand and released in 1989, did a remarkable job of running almost all Mac programs but was crippled by its fail-

ure to support any hard disk. Most serious Mac programs – those that an Amiga owner already well supplied with games might want to run – require a hard disk to be of practical usefulness, so A-Max remained little more than a curiosity until the arrival of A-Max II at the end of last year.

A-Max II comprises a disk and a hardware cartridge that plugs into the Amiga's external disk drive port. This cartridge has sockets for the pair of Apple Macintosh 128K ROMs, which must be bought separately (as an Apple spare part). You will also have to buy a copy of the Macintosh system software, called the Finder. The current version is 6.2, but 7 has been 'coming-real-soon now' for the past year or so. It is not only Amiga owners who have to wait seemingly forever for a new, improved

version of their machine's operating system!

A-Max II supports most Amiga hard disk controllers, including those from Commodore, GVP, ICD, IVS, Supra and Xelec. You will need to create a Macintosh formatted partition on your hard disk. Better still, if you can afford it, buy a Macintosh SCSI hard drive and plug it into your controller's SCSI port. A-Max II even supports other Macintosh SCSI devices such as scanners and laser printers. It also offers full support for Macintosh digitised sounds, and enables graphics to be converted between IFF and MacPaint formats.

Currently in the final stages of design is A-Max II Plus. This is a board for use in the larger Amigas (1500, 2000 and 3000). It includes an AppleTalk net-

accompaniment.

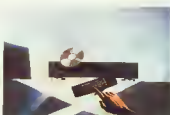
Sing-alongs to backing tracks have become popular here in the past year. Their Japanese name, karaoke, means empty orchestra: now it has become possible to empty something other than the vocal track.

Incidentally, if you want a CDTV you won't necessarily have to sell your Amiga.

Commodore is planning a CDTV add-on for existing Amigas, due out in the Autumn and, provided they can produce it cheaply enough targeted to retail at £299. Whether it will include the MIDI interface and the Intra-red remote control is not yet clear.

Over in the States the new product that is creating all the excitement in the Amiga fraternity is the Video Toaster from NewTek. The New York Amiga Show back in March could almost have been renamed the Toaster Show, its dominance was so total. It is not that the Toaster does anything previously impossible, just impossible without spending many, many times its RRP of \$1595. It combines a board (for the 1500 and 2000) with some very pow-

erful software, incorporating a 4-input production switcher, 3D animation, digital video effects, a character generator, dual frame buffers and genlock, a colour processor, frame grabber and frame store, and a paint program.



The manual is nearly two inches thick! It needs at least 5 Mb RAM and a second monitor. NewTek are supposed to be working on a PAL version for Britain and Germany, but there is no hint of when we might see it.

In the States broadcast television standards were defined by the National Television

Standards Committee (hence NTSC - popularly supposed to stand for Never Twice the Same Color, because colour stability is not a strong feature of the standard). An NTSC picture has 525 lines at 60 Hz (30 frames per second). Our PAL pictures have 625 lines at 50 Hz (25 frames per second). Cinema films run at 24 frames per second.

In both NTSC and PAL frames are made by interleaving two pictures broadcast one after the other: the first picture consists of alternate lines across the screen, and the second picture fills in the gaps between the lines of the first picture. Because the Amiga was designed to be used as a video tool, it differs from most other computers in producing a conventional television-style interlaced display when used in its high resolution mode. It is this interleaving that causes the slight flicker that occurs whenever the Amiga is used in high resolution.

That's enough of my thoughts for now, so let's get down to answering a selection of your letters.

work port; can read, write and format Mac disks in a standard Amiga drive; and has two Mac serial ports. It is likely to cost about £400 when available in the Autumn.

MCC Pascal used to be available from Melacomco, the company in Bristol that wrote AmigaDOS for Commodore, but they stopped trading several years ago. So far as I am aware, there has never been any other Pascal available on the Amiga. Since some colleges have shifted from using Pascal to using Modula-2 as the programming language used in their courses, and many more are planning to do so, I suggest you discuss with your tutor the possibility of your using Modula-2 on your Amiga to write and try out programs at home.

Pascal was developed in

the late sixties by Niklaus Wirth, a professor at ETH in Switzerland, as an ideal structured language for use in teaching computer science. It proved so popular with students who had learnt it in college that it spread into real-world programming. In the late seventies Professor Wirth developed Modula-2, a language designed to retain all the good features of Pascal but to allow low level programming (the operating system of ETH's Lilith computer was written in it), add the benefits of modularity (Wirth had just spent a sabbatical year at Xerox PARC in California where the original object-oriented language Smalltalk was developed), and be suitable for real-world use (Gold Disk's Advantage spreadsheet for the Amiga is written in Benchmark Modula-2).



BOOT VS. STARTUP

A friend has told me that I can alter the start-up sequence

on my workbench disk so that it will print my name on the screen when I start up my Amiga. Surely this will alter the boot block on the disk and make my virus checking program think that it is infected?

Brian Watsh, Sheffield

This is a common misunderstanding. The start-up sequence is a file of the same name which lives in the S sub-directory of all workbench disks. You can read it by opening the Shell and entering the command `TYPE :S/STARTUP-SEQUENCE`. The boot block is a block containing executable 68000 machine code located in the first two sectors (sectors 0 and 1) on

the outermost track on the disk (track 0). Whenever you turn on or reset your Amiga, the code in the Kickstart ROM looks for a disk in drive DF0: and, if it finds one, loads the code from the boot block and executes it to discover what to do next.



VIRUS CHECKING

I use VirusX to check all the new programs that I

buy. Sometimes it reports that the disk has Nonstandard Boot Code, rather than naming a particular virus, and I often find that if I select Remove it, the game will not load afterwards. Is there a better virus checking program that will avoid this problem? Am I doing something incredibly stupid?

Mike Potter, Yeovil

READERS SURVEY

As you can see, we've expanded CU Amiga to become an even better magazine which covers EVERY aspect of the Amiga and its capabilities. Having perused the first new look issue, we want your opinions on the changes and ideas we have incorporated, along with any changes you feel are needed. So, grab a pen and get writing and ticking, after all if you want to get something off your chest, then now's your chance...



OCR SCANNING

I have a Golden Image Hand

Scanner which I use with great success to get existing graphic images into my Amiga paint program. What I also want to do is use it to get existing printed text into my Amiga word processor, but the software that came with it only works with pictures. Where can I get software that will work with text?

Roy Leach, Stafford

What you are looking for is called Optical Character Recognition (OCR) software. Surprisingly there does not yet seem to be any OCR software available for the Amiga. Hopefully someone somewhere is working on such a product. If any reader has heard any rumours of OCR developments for the Amiga, please let us know.



MUSIC MIXING

I want to start making my own music demos, mixing bits from different songs to make new ones. I was hoping that you could tell me what equipment I will need to do this.

Lindsay Morgan, London

You are going to need several items to produce your own remixes; a sampler, editing software, and a sequencing package to allow you to play your song. Sound Express is a very reasonably priced sampler to start with. For editing software check Audiomaster III and Prosound. For sequencing software, see this month's coverdisk...

1. All About You

(where applicable please tick box).

A. Name:

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4. How Many Copies Of CU Have You Bought In The Last Year?

1-3:

4-6:

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10-12:

5. How Do You Rate The Following Sections In This Month's CU?

V Good Fair-To-Good Not Worth Reading

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Never Sometimes Regularly

Games:

Music:

Graphics:

Programming:

Word Processing:

Educational:

Business:

Buzz:

Upfront:

CDTV Coverage,

Backchat

Graphics Features:

CLimb Aboard:

Start Up Feature:

Type Tricks:

In Developments:

CU Collection:

And Now...

First Impressions:

Screen Scene:

Programming:

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Play To Win:

Helpime:

Demos:

PO Utilities Reviews:

Music Features:

O&A:

Hardware Reviews:

The Future:

3. Which Of The Following Do You Regularly Buy

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BUBBLE & SQUEAK

Print and be damned! Mat Broomfield takes a close-up look at two new printer which claim to offer high quality output at affordable prices. In the right hand corner is the Canon BJ-10e bubble jet and in the left, the Citizen 124D dot matrix. Seconds away...

As the use of printers in the home becomes more widespread, so do the requirements placed upon them. Many people simply require something cheap that they can use to print schoolwork, letters to friends, personal notes etc. However, there are a growing number of people who need a higher quality of print, enabling them to produce a more professional finished product. It's at these people that two printers reviewed here are aimed

The Canon BJ-10e is a bubble jet printer, which uses the latest technology to produce its 360 dots per inch (DPI) output. The Citizen 124D, which also prints at 360 DPI, uses a 24 pin dot matrix system. There are definite advantages to each system. Using existing technology, the 124D prints at a brisk 120 characters per second (CPS) in draft mode, whilst the BJ-10e plods along at a steady 83 CPS. However, whilst the impact from the dot matrix pins creates a fairly annoying volume of noise, even in quiet mode, the bubble jet system squirts its ink onto the paper with hardly a whisper of a noise. Due to the simplicity of the bubble jet system, it contains far fewer moving parts than the Citizen, and this in turn means that there are less

parts to go wrong. This is especially important if you are using your printer on a daily basis, to run a business for example.

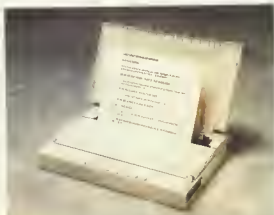
In appearance, there is a clear contrast between the two printers. The BJ-10e, is very sleek, light, and small, measuring slightly over twelve inches along its front edge. By comparison, the 124D is a large, bland looking machine that takes up too much desk space for my liking. In fairness, I must

mention that the Canon has been designed with portability in mind, whereas Citizen had no such ideas for their 'baby'. The control panels of both machines are visually pleasing, with all options clearly marked and logically positioned. Again the Canon scores slightly higher because it uses proper buttons instead of pads, and these are going to be more durable. Both printers feature multiple emulation, hopefully allowing your software to take full advantage of their

features. The Citizen emulates an IBM Proprinter X24, an NEC Pritwriter, or an Epson LQ 650. The BJ-10e also emulates an IBM, but its only other emulation is Canon's own BJ-130e. This means that finding a suitable driver for it may prove difficult, because IBM and Canon drivers are far less readily available than those for the Epson.

Once the printers were correctly connected to the Amiga, the battle was on. The two machines both offer

high quality print, and a reasonable price tag, but which one is the best? As it turned out, they offered such different facilities that it almost seemed unfair to compare them.



The Canon is stylish and quiet. It produces superb text and graphics



The sleek Canon BJ-10e is dwarfed by the angular looking Citizen 240. Despite its portability, the Canon feels as if it hasn't been designed to withstand too much rough treatment. Although the Canon is much slower than the Citizen in draft mode, it's so quiet that you barely notice the extra delay!

Still, I didn't say that I was fed up...

There is a considerable difference in printing costs between the two machines. The Canon manages a reasonable 700,000 characters (about 132 pages of A4 text), out of its ink cartridge before it needs to be replaced at £19.99. The Citizen squeezes an incredible two million characters out of its low-tech ribbon. At only £4.60 per ribbon, the 124D offers superb value, working out at around a penny a page to print text.

The print quality of the Citizen in draft mode was reasonable, but a little too pale and spindly looking for my taste. The Canon used a bolder letter style when printing in draft mode and, for many people, the output is good enough for professional use. In letter quality, the Citizen had a choice of two typefaces (fonts), Courier and Times Roman. Both fonts were visually attractive, and at first glance appeared to be of typewriter quality. Closer inspection revealed the dot matrix origins of the letters, but only a nit-picker (or a reviewer!) would men-

tion the difference. The Canon printer also has two visually appealing fonts, Pica and Elite. Due to the way that the ink lands to soak into the paper using their bubble jet

system, the print quality of the BJ-10e was remarkable, even better than that of the Citizen. It was harder to spot any jagged edges on the letters, and they were of a darker, more uniform black.

A very handy feature of both printers, is the print buffer that they include. This is an area of memory within the printer where print files are sent. This means that the computer can send more information to the printer in one go. The larger the print buffer, the sooner

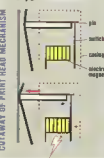
you can carry on doing whatever you were doing before you started printing. The Citizen has an 8k print buffer, which can be increased by a further 32k. The Canon

comes with a 37k buffer as standard.

Printing graphics, the Citizen 124D made an acceptable job of the IFF screen I gave it. The ink was still a little pale, but the image was clearly recognisable, albeit slightly elongated. Graphically, the Canon BJ-10e was exceptional. Even though the image was in black and white,

the precision of the shading and the evenness of the ink allowed me to obtain very pleasing results.

SIMPLIFIED DIAGRAM OF DOT MATRIX HEAD



Beware! There is one drawback with printers that create images by squirting ink onto the paper; the paper gets soggy! Normally this wouldn't matter, but when printing graphics that have large areas of black in them, the paper can stretch permanently, which makes the finished page look wrinkly. Both printers completed the graphic dump in under two and a quarter minutes, with the Canon beating the Citizen by six seconds.

In terms of the way the printers actually handled the paper, I preferred the Citizen. It automatically feeds in single sheets via the paper guide at the top, and it can also handle continuous paper, which is inserted at the rear of the printer. It has a paper park function that allows you to have both types of paper simultaneously inserted ready for use according to your requirements. The Canon is only capable of handling single sheets and envelopes, and although it does automatically lead them into the machine, it was a touch less user friendly than its rival. Both printers have selectors

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The Citizen is fast, cheap and exceptionally user-friendly.

BUBBLE & SQUEAK

which allow you to choose from various paper thicknesses, and again the Citizen gives you the greatest range of choice

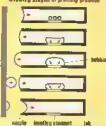
IN CONCLUSION

At first glance, it would be easy to dismiss one printer or the other as being inferior. However, I suspect that the two printers are aimed at very different markets. The Citizen 1240 has, to its advantage, a reasonable print speed, robust construction, user-friendly options, and it uses ribbons that offer terrific value for money. On

SIMPLIFIED DIAGRAM OF BUBBLE JET HEAD



ENLARGED VIEW OF NOZZLES



the minus side, it is noisy, quite large, and doesn't handle graphics as well as the Canon. The Canon on the other hand, is portable, prints very quietly, and does a great job of printing graphics. The Canon's bad features are its expensive ink cartridges, its slow print speed and its inability to handle continuous paper.

If you need a printer that's going to have to work very hard, the Citizen is probably a safer choice. If your output requirements are less demanding, but you want really high quality at a reasonable price, the Canon is for you.



The graphic quality of the two printers can be seen here in all their glory. The Citizen (left) produces a much darker, less sharp looking image. The Canon produces very subtle shading effects.

JARGONESE FOR BEGINNERS

CPI - Characters Per Inch. The number of letters in symbols printed in one inch of paper.

CPB - Characters Per Second. The number of letters in symbols printed in one second.

Emulation - Many printers understand their own particular machine language. Emulating is the ability of a printer to understand instructions sent in the language of another, more common printer. This enables the computer to send information to the printer in the language of a printer it knows - an Epson for example.

Provided the printer has been set for Epson emulation. It will then 'understand' exactly what to do.

Font - Many printers now have the ability to print in a variety of letter styles. Those letter styles are called fonts. Printers that have more than one font will have at least one serif, and one sans-serif font. A serif font has cross pieces on the legs and bottoms of the letters, and has a Times New Roman look to it. Sans-serif fonts are plain with no cross pieces. This is in serif. This is in sans-serif.

Printer Driver - When the computer tells the printer what to print, it sends a series of numbers which the computer then translates as characters and control commands. Most printed characters are represented by the same number, regardless of the printer. However, many printers use different numbers to represent control commands, such as bold, underlines, etc. A printer driver is a piece of software that your computer loads before printing. This contains a complete list of all the commands understood by your printer, and should ensure that your printer always prints what you tell it to.

PRINTER FEATURES COMPARISON TABLE

FEATURE	CANON BJ-10+	CITIZEN 1240
PRICE (suggested retail)	£245.00	£249.00
EMULATION	IBM Proprinter X24E, Canon BJ-100, NEC P1000	IBM Proprinter X24E, Epson LQ850
SPEED at 10 CPI (small mode)	64 seconds per A4 page (83 CPS)	44 seconds per A4 page (126 CPS)
SPEED at 18 CPI (letter quality)	44 seconds per A4 page (83 CPS)	127 seconds per A4 page (48 CPS)
GRAPHICS SPEED (printing a 0-point screen)	120 seconds	127 seconds
RESOLUTION	360 DPI	360 DPI
COLOR PRINT	NO	NO
INK TYPE	Cartridge	Bubbles
INK LIFE in characters	200,000	2 million
INK LIFE in pages	122.8	370.8
INK PRICE (suggested retail)	£17.99	£4.00
REQUIRE FONTS	Pica, Elite	Double, Times Roman
DOWN LOAD FONTS	Yes	Yes
PROPORTIONAL SPACING	Yes	Yes
MEMORY	32K	8K
MANUAL	Adequate	Very informative
NOISE LEVEL	Very quiet (under 45 decibels)	Loud but not unbearable (52-55 decibels)
SIZE	Compact	Minimally bulky
WEIGHT	1.8 Kilograms	5.5 Kilograms

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So, you're having a party. You've printed the invitations, and organised the music and lights. Now what are you going to wear? Steve Chance presents a guide on how to create your own clobber for that special event.



Once you've finished your design, print a mirror image onto a sheet of paper and iron away!

GETTING SHIRTY

Producing t-shirts is an expensive business, but by using a Dot-Matrix printer, a special printer ribbon, an ordinary plain T-shirt and an iron and ironing board, you can easily create your own

① Using a graphics package, such as *D-Print III*, design yourself a logo to go on your T-shirt (if you lack artistic flair, then opt for a rude slogan in an interesting font). When you have finished with your design and are satisfied with it, flip it on to a mirror image of itself (using the FLIP/HORIZ option within the *D-Print* border).

② Print your design onto paper. This is where the aforementioned special printer ribbon comes in. Care Electronics of Watford supply a range of heat transfer ribbons, of which we tried their black and four colour ribbons with an LC-10 printer.

③ Next, wrap the end of your ironing board in kitchen foil (to stop it absorbing any ink).

④ Slide the T-shirt over the end of the ironing board and plug in your iron.

⑤ Place the paper face down on your T-shirt, and press over it with the hot iron for, say, twenty seconds (or until you smell burning!).

⑥ Remove the paper and, hey presto, the design should be reproduced on to your T-shirt.

In practice, though, things aren't so straightforward.

When you're ready to print out your design there is the usual dilemma of which printing density to select from the

Graphic 2 screen in Preferences.

While you may want a high density to make some areas come out in solid, bright colours, other areas may be over-inked and appear as various shades of black. With our elaborate design, I got the best result from Density 1. The optimum setting will depend on the colours you use and, as always, don't expect to get it right first time.

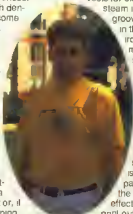
The ribbons are designed for use with fabric consisting of polyester and cotton. You can print your design on a 100% cotton T-shirt, but it will fade a little after you've washed it or, if you sweat a lot, whilst bopping. This is because the dye clings to the polyester, but if too much polyester is used it's more likely to be fired by the hot iron. I used 63% polyester 35% cotton and just got away with it.

Ironing the transfer on to the T-shirt is an acquired skill, and it's advisable to practice on something you would never wear in public (Dan Slingsby's Polyester

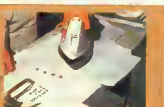
vests for example). If you use a steam iron, the pattern of the grooves in the sole will show in the design, so keep the iron moving. However, moving the iron tends to shift the paper with the design on, so an iron with a flat base is preferable.

Assuming you hold the iron with a steady hand, and neither melt or set fire to your T-shirt, the results can be impressive. The slight smudging when the ink is transferred from the paper to the fabric reduces the horizontal 'banding' effect which mars graphic print outs and blends the different coloured dots into a surprisingly solid image.

I felt quite chuffed with the final results, and will be flaunting them at my next party. If you fancy starting your own designer label, the necessary ribbons can be obtained from Care Electronics who can be reached on 0293 672102.



How to ruin a perfectly good t-shirt by ironing on a really stupid picture



Once the image has been transferred, smooth over with a hot iron.

• GROUP SCOOP •

CALLING ALL USER GROUPS Are you a member of a local Amiga user group? If so, then you want to hear from you and what you're up to. So, if you're doing anything novel or unusual with your Amiga (although nothing purvey and involving animals - we hasten to add), then give us a bell and let us know. We're interested in any gossip, tips, and general chit-chat, so don't dally, give CU Amiga a call.

Ring Maf Broomfield now on 071 251 6222.

PHASER ON STUN

Armed with his trusty Phaser, Mat Broomfield goes in search of enemy virii.

Phaser is a rather cumbersome device which plugs into the extra disk drive port. If you have a second drive, the drive plugs into a slot at the back of the Phaser. Along the front of the unit there are several small lights (LEDs). These flash to indicate which side of the disk is currently being accessed, and which disk drive is being used. If you have more than one. A further pair of lights show you

whether the computer is trying to read or write to the disk. The remaining light indicates the protection status of the currently accessed disk, and a switch at the back allows you to write protect the disks electronically.

The upshot of all this hi-tech gadgetry is that you can insert unprotected disks safe in the knowledge that nothing can infect them while the *Phaser* is set at protect. More importantly, when you consider that one new virus is created each week, you can actually use the *Phaser* to hunt for viri. To do this, you insert a suspect disk into the disk drive with the write protect off. If the computer attempts to write to a disk in either drive within ten seconds, you can be absolutely certain that the disk has a

THEY'RE CREEPING UP ON YOU...

Unfortunately, Virii have come a long way since their first unwanted appearance. From humble beginnings when the Amiga was a mere babe in arms, new strains have been created to wreak even more havoc than usual and to cause new problems. The implications for virii are, frankly, worrying, as they get more intelligent (there's a special strain which replaces the names of key politicians with obscenities), and it is possible that computer businessmen or criminals could use them to alter computer databases and info to their favour.

virus, according to the device's inventor, John Dudley of **Digital Applications**.

Because the Phaser is solely a virus hunter and protector, Digital Applications are including the state of the art in virus killing software. *Master*

Virus, free to all purchasers. The normal price of the Phaser is £34.95, but CU Amiga readers can get it for only £29.95 if they send the token on page 16 along with their order.

Highly recommended

Danger! Danger! The new *Phaser* from Digital Applications joins the battle against deadly viri.



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NORSEY

but nice

The Danish are best known for the 'sizzling' bacon ads on the telly and for supplying a never-ending line of useless football players to English soccer clubs. It's mildly surprising, therefore, to discover that Denmark also sports a burgeoning computer industry. One of the main movers behind the boom is Interactivision, a small company with a wide range of application software set to invade a computer store near you.

INTERSOUNDS FAMILIAR

If you've always wanted to be the next Bomb the Bass, S'Express or MC Hammer, now's your chance. Chris 'Two-Tone' Jenkins takes a look at a brand new sampler.

Written in assembly language, *Intersound* is a software-only, icon-driven system, which is extremely easy to use, and features the usual array of features you expect to see in such software – although, oddly, there's no MIDI control facilities. Up to eight samples can be held simultaneously, although their length depends on the available memory. Each can have eight segments defined, and these are indicated by a dark bar between the start and end cursors. This can be dragged around with the mouse, and is selected using the SEG 1-8 display at the bottom-right of the screen. In addition, the system allows the player to cut and paste and generally lift huge sections out of particular samples.

Apart from features like multiple loop-

ing, *Sanix* file compatibility and the ability to handle 20 samples at a time, *Intersound* has most of the abilities of the state-of-the-art *Audomaster III* software. The main drawback of *Intersound*

is that to use it you must have already bought sampling hardware – which would probably be supplied with adequate software, possibly even featuring the MIDI facilities *Intersound* lacks.

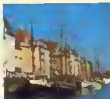
DANE PACK

Interactivision is the name chosen by a three-strong team of Danish entrepreneurs. They

started out by producing top-notch Amiga games, which they licensed to major software publishers. Realising that there was a shortage of affordable applications software, they set about producing the *Inter* range of packages, which they are releasing under their own name. The range currently comprises *Interword* (word processor), *Interspread* (spreadsheet), and *Intersound* (sampling software) and plan to release *Interbase*,

an icon-driven relational database, in September. They have designed their software with the end user very much in mind, and have tried to make it as user-friendly as possible.

With the exception of *Intersound*, all other Interactivision titles are designed to be completely compatible with other titles from their range. *Interword* uses the same screen and icon formats and produces files which are interchangeable with *Interspread* and *Interbase*. If the promises of the company are fulfilled, we could see other companies lowering their prices as people realise that they don't have to spend a fortune to get decent utility software. Welch this space...



SPREADING IT ABOUT...

If you run a small business, or merely want to keep track of all the monthly bills that drop through your letterbox, a spread sheet could be the answer to all your problems. Mat Broomfield starts spreading the news...

Once the program has loaded, you are straight into the main working screen which is divided into vertical columns (labelled a, b, c, etc), and horizontal rows (labelled 1, 2, 3, etc). The boxes formed by the intersecting columns and rows are called cells, and represent the area into which number, labels, formulae, etc, can be entered.

Selection of a cell is done by clicking the mouse at the appropriate point on the screen. The selected cell will have a reference code corresponding to the column and row number it resides in, eg A1, G11, etc. Now you

can begin to type in your home/business accounts and watch with glee as your computer strains itself to sort them all out for you. After entering your accounts and then pressing the calculate button, don't go and make a brew because this baby is FAST! And the program auto-

matically updates itself if you make any changes to the sums (formulae). This means that you can try different figures and swiftly see the effect that they will have.

It has to be said that the manual is nothing to write home about (lacking colour and those big friendly diagrams that you can understand immediately without having to wrestle with incomprehensible text). However, it is informative and fairly easy to understand. It features a beginner's section (which is useful for the 'what the heck is a spreadsheet' type-of-person), and an advanced users section that explains the more technical features, of which there are many.

Interspread features drop-down menus which are accessible with the mouse, and many of the options can only be accessed in this way. A new feature is the use of gadgets. Gadgets are little picture icons that you click on to use certain functions, eg cut, copy and paste utilities (for moving chunks of information around the spreadsheet), printer, disk (load, save, etc). All are rather useful and save you from

ALL-TIME ROCK SAMPLES

PSYCHIC TV - Buddhist monks and chants, human bones (from *Psychic TV*).

SHAMEN - Mikhail Gorbachev and the rantings of an American evangelist (from *In Gorbachev We Trust*).

KLF (AKA The Time Lords AKA The Justified Ancients of Mumu) - Dr Who (from *Doctorin' the Terdis*), Abba, Whitney Houston (from *The Jams meet Abba etc*).

THE BARMY ARMY - Brian Clough explaining how he came to hit a supporter (from *The English Disease*).

GARY CLAIL - Margaret Thatcher (from *No Alternative*).

MARK SUMMERS - The theme from *The Magic Roundabout* (from *Summer's Magic*).

EXP - Jimi Hendrix (from *Kiss the Sky*).

BRIAN ENO AND DAVID BYRNE - An exorcism (from *My Life in the Bush of Ghosts*).

THE GRID - Timothy Leary on the psychedelic experience (from *Timothy Leary meets The Grid*).

PUBLIC ENEMY - Malcolm X and Martin Luther King (from *It Takes A Nation Of Millions To Hold Us*).

MALCOLM MCLAREN - Puccini's *Madam Butterfly* (from *Madam Butterfly*).

BLACK BOX - Aretha Franklin (for *Ride on Time*).

SILVER BULLET - Robocop (from *20 Seconds to Comply*).

EINSTEINZENDERNEUBATEN - metal bashing, the lead singer with microphones in his body being beaten up, a



cow being chainsawed (from miscellaneous tracks).

THE MINI POPS - samples from 'On Golden Pond'.

FIELDS OF THE NEPHILIM - 'Evil Dead' and 'The Name of the Rose' (in and between tracks on 'Dawnrazor').

The ultimate sampler? *Vanilla Ice*

THE TECH BIT *Interspread* allows you to write up to 10,000 rows, and as many as 30,000 columns. With one simple command, you can easily jump to any cell in your sheet. It handles unknown factors, such as equal signs that include algebraic expressions, with a cheerful grin and a jaunty whistle, and it can even understand scientific notation. You can have up to ten sheets open at a time, and it's possible to transfer data and calculations between them. Once set, entry into your files is prohibited unless you have the correct password. A hard disk installation program is included, and *Interspread* supports a wide range of printers.

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NORSEY but nice

getting lost in a jungle of menus. Gadget boxes really take the hassle out of using this program.

Everyone, from piggy bank owner, to millionaire, could benefit greatly from this package. Easy to use and with plenty of handy features, *Interspread* runs on all Amigas.

WORD OF MOUTH

Boasting an intelligent system which gives you information on your writing style, *Interword* is an effective English teacher, which only lacks a cane and blackboard. Maf Broomfield wonders if there's mortar (board) life than this...

The word processor market is already well supported, with the likes of *Word Perfect*, *Kind Words*, *Scrabble!*, and *Excellence* all vying for recognition. Where *Interword* scores over these others, however, is in its sheer user-friendliness. It's literally brimming with features to make your life easier.

The package consists of four disks and a slim but useful manual. The main program takes up about 300K of memory once loaded, and therefore only needs the standard half megabyte of memory in which to run. The remaining disks contain the English/American dictionary. The dictionary has been arranged to minimise disk swapping by grouping all of the most commonly used words on disk two. The less common words are split in order of rarity between disks three and four.

For those of you who have used an Apple Macintosh, you may sense a distinct similarity between *Interword* and *Macwrite* in several respects. The word screen is quite busy looking, with icons and menus all over the place. This is initially

Famous People Who Should Have Used Interspread

BLOWING HIS OWN TRUMP-ET.

Is a typical all-American tale of rags to riches, Donald Trump literally built up his multi-billion empire from nothing. Specialising in investing in New York's need for housing, Trump bought a series of decrepit buildings and converted them into luxury apartments and selling them at a vast profit. Since then, Trump's empire has spread into the realms of casinos, hotels and apartments, and the running of them is crammed into his workaholic 16-hours-a-day schedule. His fall was not long in the making, though, and on Jeevesing over one billion dollars into his dream Taj Mahal Casino in Atlantic City, the stock market crashed, leaving Trump in major financial difficulties. With interest rates of over ten million dollars accruing each day, Trump's empire had to be sold off bit by bit to keep him afloat and only recently has he started to recover from the disaster. On a more personal note, though, it is his costly divorce from childhood sweetheart, Ivana, which led him hitting the headlines. When Trump was seen with bit-part 'actress' Marla Maples (whose only serious credit was as a victim of a ferryboat in Stephen King's *Maximum Overdrive*), a leading US paper plastered it all over its front page and prompted Ivana to take Trump for his lost wealth.

DOOD-ERY FINANCES.

Another well-known financial 'incident' was related to thrifty-boned Liverpoolian, Ken Dodd. Dodd, who in his time was responsible for *Mr Diddy Man*, his promotion of Knotty Ash and the televisive jam-buffet menu, was cleared by the taxman for over hundreds of thousands of pounds worth of unpaid back taxes, and a massive media even was the making. Dodd claimed that, so far as he was concerned, he was fairly up to date, and in his legal wranglings that followed the poor guy's finances and every penny he spent were lovingly detailed in the papers. Eventually, he was acquitted of all charges, but even now there are stories of Mr New Diddy man recruits - Diddy Pay and Diddy Hell...

are used to the simplicity of *Scrabble!*, but all of the icons work logically, and they soon become a useful asset. At its most basic, *Interword* is a very good word processor that has all the usual options. Where it really begins to shine, is when you begin to notice how many 'professional' options it features; options that are not usually included in a package of this price. When Editing your text, there are numerous shortcuts to make life easier. Highlighting sections of your text for cut and paste operations etc, can often be reduced to a single menu selection, which will select a single word, a sentence, a line, a paragraph, or even the entire document.

Interword supports headers and footers. These are items of text written above, or below, the usual level of type. Margin notes can be included, it can automatically insert hyphens and it also has an option called 'soft hyphen', whereby you insert hyphens wherever you want, but the program only uses them if the hyphenated word falls at the end of a line. You can also change any piece of text from upper case to lower case, or vice versa. In addition, the software also features a stats menu which details how many times a particular word is used and other useful info.

READ 'EM AND WEEP

When you check the statistics on your document, *Interword* generates a figure called the Legibility Index (LIX). This number tells you how readable your document is. The higher the number, the less readable the document becomes. For example, magazines have a LIX of about 35, whereas legal documents are up in the mid-forties. The LIX of a document is calculated by multiplying together the number of words, long words, full stops etc. This is a great feature which enables you to ensure that your writing is always suitable for your target readership.

Comprehensive printer options, a friendly file-handling system and very fast screen updates when editing, are just some of the remaining features which combine to make *Interword* a truly impressive piece of software. For about the same price as *Kind Words* (£49.95), *Interword* is in a different league.

The *Inter* series of software should be available in the shops by the time you read this. If you want to find out more, you can contact Interactivision's UK distributor at,

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INTERSPREAD



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AMIGA NIGHT CLUBS

You've got the music, you've got the rowdy rabble, it's time to groove on down! Hold up! What about the lights? You've got to have lights if you want a proper boogie. Well lucky old you, 'cause on this month's cover disk you'll find a great little program that gives you just that, disco lights.



WHAT TO DO

When the light show has loaded, the screen will flash briefly and the drive will start loading further data. Press the spacebar to enter a tempo (speed) command. A requester should appear at the top of the screen allowing you to enter a number. I suggest you enter one between 200 and 300 for now. You should be presented with a flashing IFF screen. Not very impressive I hear you say and, if that were all, you would

be right. However, the interesting thing about the light show is that you can do a number of other things with it. You can set it to load any number of IFF screens and display them in order. You can also alter the speed at which the colours change so that they actually change in time to any music you may have playing.

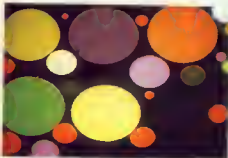
HOW IT WORKS

When the main program has loaded, the light show automatically looks in the

PICS directory of the current disk for any screens with the file pic1.IFF, pic2.IFF etc. If it finds more than one screen, it will load them in numerical order, then when it gets to the last, it will start all over again.

When the screen has loaded, the program divides its palette into blocks of four colours, and assigns each block to a set of keys. Therefore, a sixteen colour screen would be divided into four

blocks of four colours each. The keys (1-9) represent the first set of colours, the keys (Q-O) control the second set >



AMIGA NIGHT CLUBS

AMOS CLUB

The disco light show was written for us by Aaron Fothergill of the AMOS club, and is the first generally available program written in AMOS basic, and compiled into 100% machine code using the soon to be released AMOS compiler. If you want to find out more about the wonderful world of AMOS, or need help or advice with your AMOS programs, contact the AMOS Club, 1 Lower Moor, Whildon Valley, Barnstaple, N. Devon, EX32 8NW. If you prefer to join the club and gain instant access to the AMOS helpline, in addition to receiving six into-packed newsletters per year, send a cheque for £10.00 (UK) or £15.00 (Overseas) to the above address.

> of colours, (A-L) controls the third set and (Z-) controls the last block. When the program is running it then cycles each block of four colours in time with the selected tempo. By using the key groups listed above, you can decide which colours change on which beat. The last key in each row (9, 0, and L), resets the colours to their original timings. By moving the mouse left and right, you can take more subtle control over the actual tempo of the colour cycling, as this allows you more immediate changes in tempo.

As you can see, we've included two sample screens for you to see the program running, but with a bit of planning we're certain that you can create far more interesting visual effects. If you come up with any real gems, feel free to send them to us on a disk. Sorry, no



disks can be returned, but if you come up with anything particularly stunning you could find a prize winging its way towards you.

DANCE ENHANCE

Nightclubs are getting in on the act. Rik Haynes profiles one that uses a standard A500 to create the ultimate multimedia dance experience. . . .

They rise after dark. Disciples of sounds, sights and motion. A legal nightclub is their destination. Only this venue is digitally enhanced by the power of the processor. Amiga has just hit the party zone.

The seaside town of Southend seems an unlikely place to start the next revolution in disco-tech. Essex boys and girls aren't renowned for their tastes in music, dance or fashion. Nevertheless, Ark on a Saturday night attracts ravers from the surrounding urban sprawl and upcoming acts on the club circuit. Recent headliners have included The Scientist (Exorcist, The Beo), N-Joi (Adronalin, Anthem) and Xpansions (Move Your Body).

These hardcore grooves are supported by a hardware overload. While girls and boys swing their butts on the dancefloor, the surrounding walls - packed with multi-bank monitors - pump out subversive visuals in rhythm to the beat. Psychedelic colours run round the displays in repetition until the next pattern interrupts.

Fuelled by a standard A500 with 2Mb of RAM and genlock device, the 'engineer' can cell-up a myriad of effects and background noise. These are mostly provided by public domain demos.

The format is at the height of innovation when *Deluxe Paint III* is used to present 'on-the-ly' animations to match the music.

At last, DJs have a chance to ditch those banal music videos, a format that remains lost somewhere in the mid-1990s.

The spirit is willing, but the flesh is still too weak. By the end of the evening, Bart Simpson had replaced all forms of fractalvision on the video screens. Can you think of any better way to clear the club by 2am?



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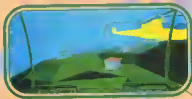
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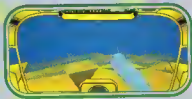
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Dogfight with opponents over villages for command of the skies, or attack ground targets which serve the enemy's cause.



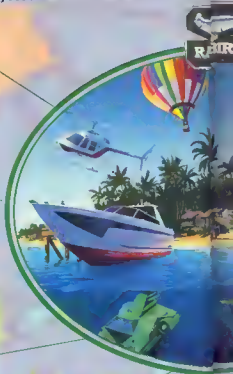
Night time sequences afford excellent cover for secret movement and actions, illuminated by the glare of your jeep's headlights.



The playing area of three million cubic miles is not restricted solely to areas above ground. You have full freedom of movement underwater, and three types of 'submarine' in which to achieve it.

Screen shots shown are taken from the Atari ST versions. Actual scenes may vary by format.

Flames of Freedom, the new blockbuster from the creators of Midwinter, offers you total freedom. Freedom of choice, Freedom of action, Freedom of movement.



Seek out and destroy enemy shipping units, condemning them to a watery grave on the sea bed, from where the ocean's surface is clearly visible above.

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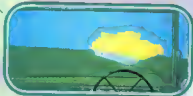
A three dimensional environment packed with action, adventure and strategy. Entering it is easy.....breaking free is what's hard !



A million square miles of accurately mapped 3-D terrain, generated by fractal techniques, and fully light sourced throughout, provides a playing arena far superior to even its predecessor, Midwinter I.



Fly the skies above the forty-one Islands by helicopter, zeppelin, parachute, rocket pack, or, as seen here, biplane and balloon, all offering superb views of the land and of the other aircraft.



The enemy have a vast array for firepower aimed at you, on land, in the air, and across the sea, and react quickly and intelligently to your actions.



The sea surface is generated by constantly moving fractal points, causing you to bob up and down as you swim or sail across it.

MIDWINTER
AMES FREEDOM

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nodes of transport X 1,000s of buildings) = 3,000,000 cubic miles of Action, Adventure and Strategy.

Flames of Freedom will be available shortly for your Commodore Amiga, Atari ST and IBM PC compatibles.

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- Fully animated encounters with realistic 'you are there' perspective.
- A web of deceit and intrigue draws you into the totally addictive plot.
- Control up to 10 characters via their portraits and icons.

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THE EYE OF THE BEHOLDER



Screenshots are only intended to be illustrative of the game play and not the screen graphics which vary considerably between different levels of hardware and experience and are subject to the telephone specifications.



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